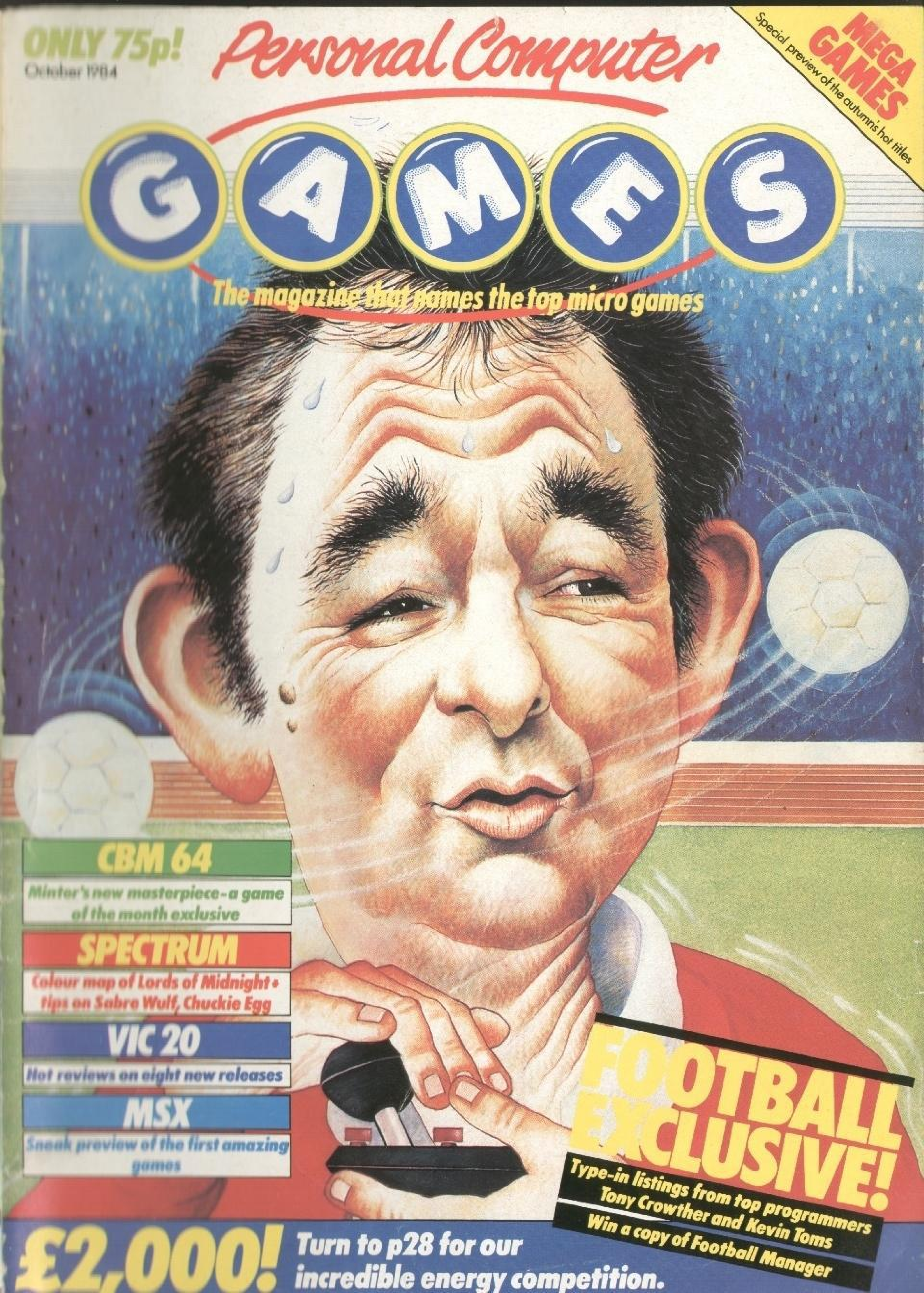

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COMMODORE 64



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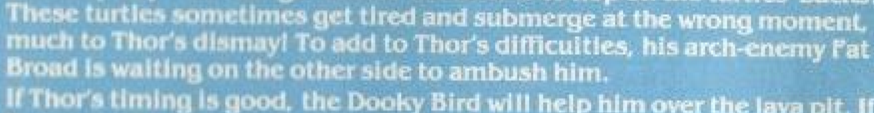
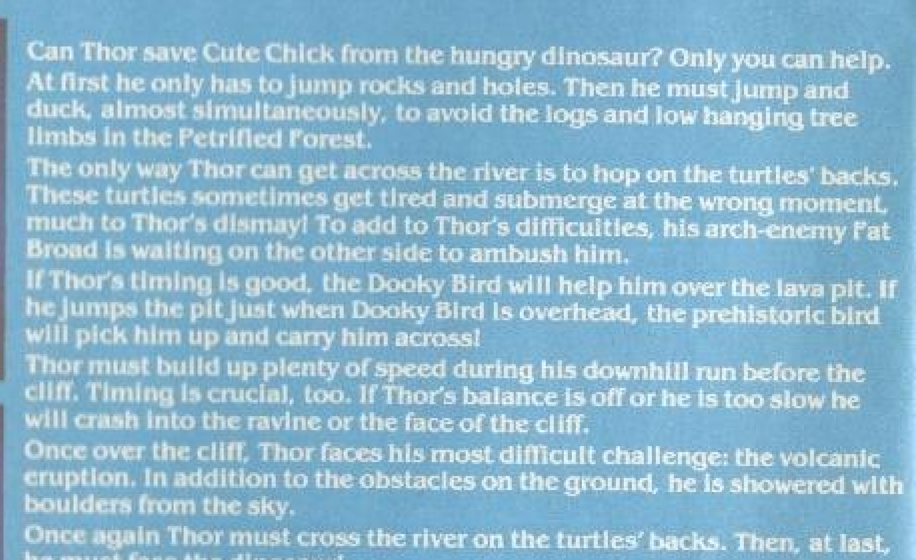

COMMODORE









Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest.

The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him.

If Thor's timing is good, the Dooky Bird will help him over the lava pit. If he jumps the pit just when Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff.

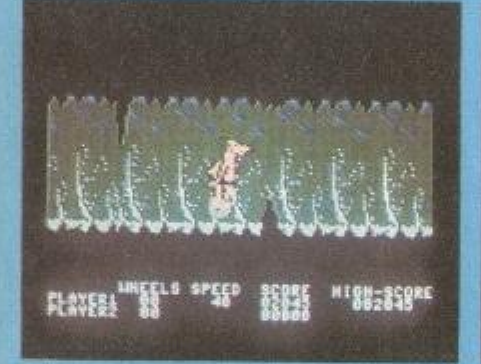
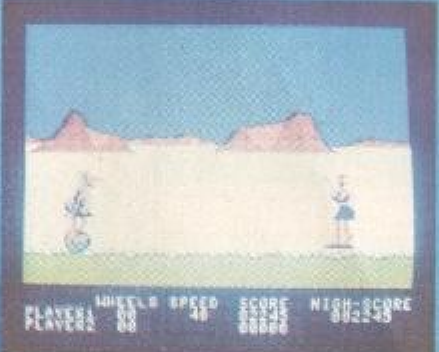
Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur!

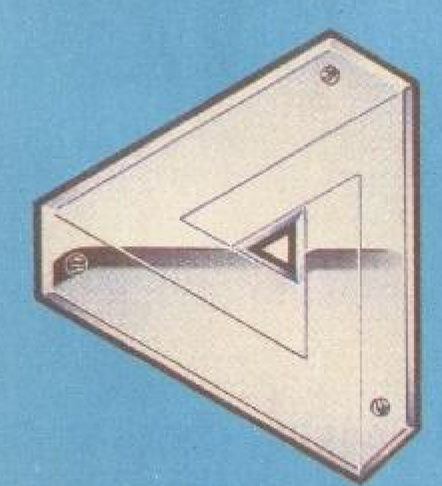
If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!



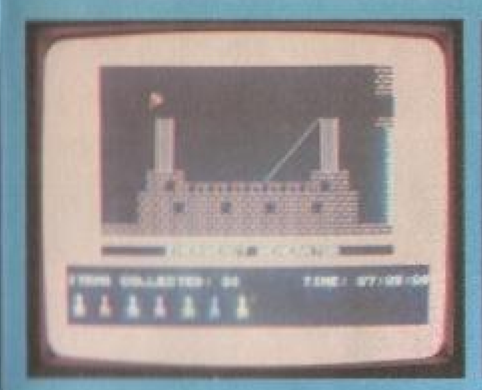







SOFTWARE PROJECTS

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THE FOLLOW-UP TO THE NUMBER 1 COMMODORE 64 GAME MANIC MINER

Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who REALLY know how to enjoy themselves at a party.

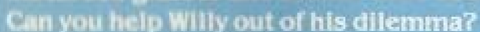
His housekeeper, Maria, however, takes a very dim view of all his revelry, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleared away.

Can you help Willy out of his dilemma?

He hasn't explored his mansion properly yet (it IS a large place and he HAS been VERY busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared).

You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you.

Good luck and don't worry, all you can lose in this game is sleep.









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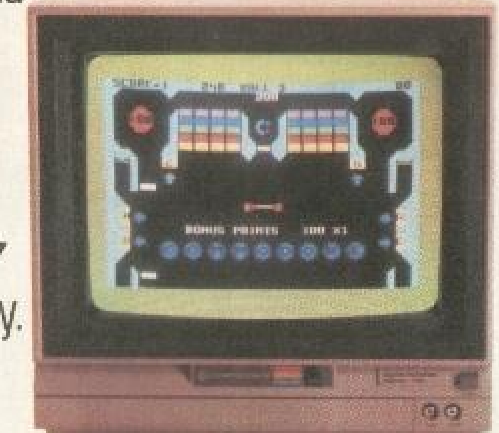
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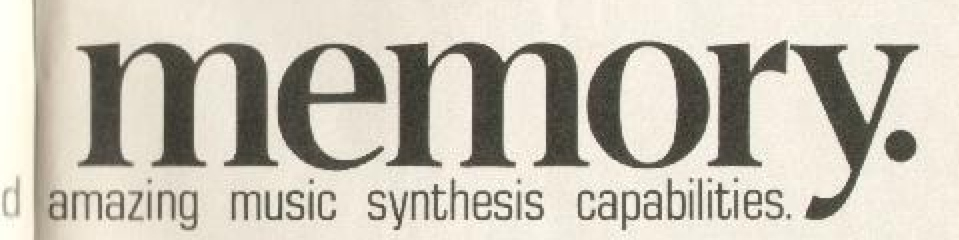
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Plots graphs, constructs bar and pie charts. Prints in 4 colours.

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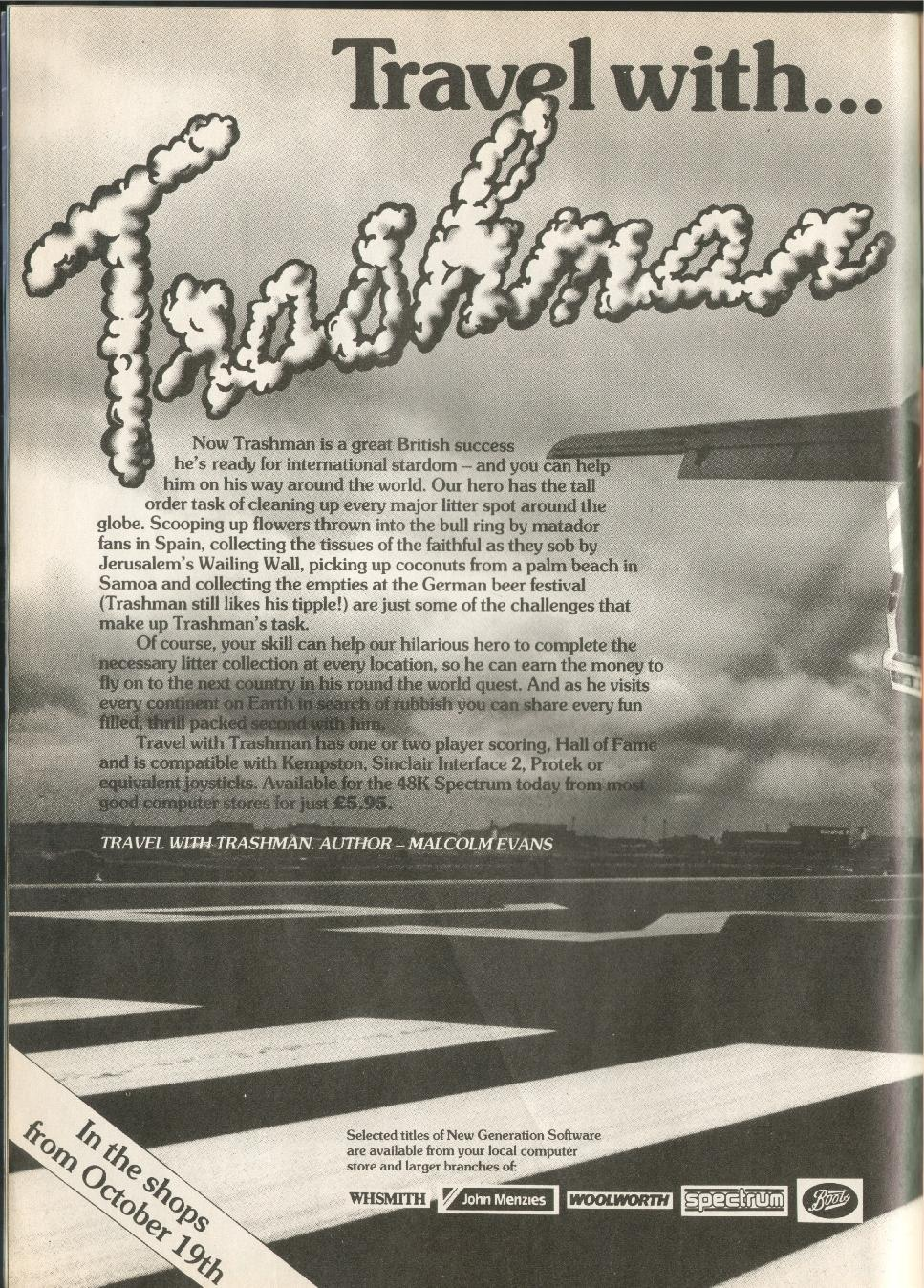
64PCG1064





is any serious competition.


DURELL sales dept., Castle Lodge,
Castle Green, Taunton, Somerset, TA1 4AB


Travel with...
Trashman
Now Trashman is a great British success he's ready for international stardom – and you can help him on his way around the world. Our hero has the tall order task of cleaning up every major litter spot around the globe. Scooping up flowers thrown into the bull ring by matador fans in Spain, collecting the tissues of the faithful as they sob by Jerusalem's Wailing Wall, picking up coconuts from a palm beach in Samoa and collecting the empties at the German beer festival (Trashman still likes his tipple!) are just some of the challenges that make up Trashman's task.
Of course, your skill can help our hilarious hero to complete the necessary litter collection at every location, so he can earn the money to fly on to the next country in his round the world quest. And as he visits every continent on Earth in search of rubbish you can share every fun filled, thrill packed second with him.
Travel with Trashman has one or two player scoring, Hall of Fame and is compatible with Kempston, Sinclair Interface 2, Protek or equivalent joysticks. Available for the 48K Spectrum today from most good computer stores for just £5.95.
TRAVEL WITH TRASHMAN. AUTHOR – MALCOLM EVANS
In the shops from October 19th
Selected titles of New Generation Software are available from your local computer store and larger branches of:
WHSMITH
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spectrum
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SEPTEMBER 22 · 198

SPECTRUM EPIC
Gold and glory in a megagame - page 12

COMMODORE COLOUR
Full-colour printer under Pro-Test - page 39

AMSTRAD PAINT
Fast FILLs in machine code - page 31

BBC DISC DOC
A powerful utility for the Model B - page 20

...before somebody else does!

More programs, more projects, more news and reviews for your favourite computer.

And we're giving away free copies at the PCW Show, September 20th - 23rd.

On sale Wednesday, September 19th, 40p

"I've so many add-ons, I've lost the computer!"

FROM CHRISTOPHER ROSE, LINTON, CAMBS

DEAR READERS,

While you've been out and about this month, we've been slaving away to bring you another fun packed issue!

We managed to set up our new reviewing panel to bring you an even more authoritative view on games. Also, what you've all been waiting ror -- news about the latest and greatest in the arcades is now here. Titled Arcade Angle, it'll appear every month from now on.

With the arrival in the office of our star-studded model (last month's cover) we've had a constant flow of visitors just dying to be horrified by its drooling mouth and obvious lack of humanity. In fact, we can't wait till the winner of our Tricks 'n Tactics competition comes to take the horrible thing away.

Meanwhile, Steve Cooke (our resident masochist) spent over 20 hours mapping out 2000 of the 4000 locations inthe epic game Lords of Midnight, revealed in this issue, and those of you interested in saving energy will be pleased to note our amazing competition. We're out for a good game idea – no programming involved, just imagination. So get those brains working.

Hope you enjoy this month's mag.

The PCG Team

Midnight mix-up

Readers who turn to our exclusive *Lords of Midnight* map on page 96 may be puzzled by the cryptic message about the Lord of Silence. It appears that the mystery map-maker was somewhat confused at this point, and the tip should in fact refer to the Lord of Shadows.

Fill this space

We'd like your contribution on our notice-board – original cartoons, newspaper cuttings on a micro theme, computer jokes and riddles. If we publish yours you'll win a mystery piece of software for your micro. Come on...make us laugh!

Sorry, Virgin!

In our review of the Virgin game Space Command *last month we accidentally included a line from another review which might have fooled you into thinking you could buy* Space Command *from CCS at a lower price. Well, you can't. Sorry for the boo boo!*

MUM!

BOOM!

FROM PAUL YARNOLD, BRISTOL

Kamikaze Mission! SOFTWARE

HAGUSHI GAMES. WE DARE YOU TO BUY ONE

SOFT WEAR.

FROM R MORRIS, LONDON

DON'T read these APPALLING riddles

Q. What's the mansion called in *Jet Set Willy?*
A. Manic Manor

Q. What did the Vic 20 say to its owner?
A. Will you still need me when I'm 64.

Q. What's a hippy's favourite computer game?
A. Trash, man.

Q. What do you get if you cross a dog with deep-sea diving?
A. Scooby Dive

Q. What do you call a frog which crosses the road in mist?
A. Fogger

Q. What's Miner Willy's favourite group?
A. The Flying Pickets

Q. What do you get if you cross a lazy person with a swooping alien?
A. A relaxian

Q. What do you get when you cross angry porters with an old arcade game?
A. Case invaders

(All complaints to Christopher Hester of Bradford and Martin Potter, Afnorth)



Commander Chance shock!

Our medical correspondent writes: Half the galaxy has been thrown into mourning following the recent discovery of Commander Chance's lifeless body on the office carpet. Next to him were found the PCG hot-line – its cord ripped out of the wall – and an electronically coded message which, when passed through the commander's voice recognition digitiser produced this parting message: 'I can't ... I can't ... I just can't listen to any more wallies ... I ... aaaaaaaagh!' The last message on the hot-line was from a caller claiming to have a POKE which would convert all Basic programs into machine code.

Those '64 graphics

The inverse characters on last month's Commodore 64 listings *Killer Satellite* proved difficult to read, so here's the cure. We've assigned a letter of the alphabet to each inverse character in the listing as follows: A = CTRL 1, B = CTRL 2, C = CTRL 3, D = CTRL 5, E = CTRL 8, F = CTRL 9, G = CTRL 0, H = CRSR DOWN, I = CRSR UP, J = CRSR RIGHT, K = CRSR LEFT, L = HOME, M = CLR, N = LOGO 3, O = LOGO 7.

You can type in the unclear lines like this: Find the relevant line number below. The letters after it give the sequence of inverse characters in that line (all other characters are excluded).

40 C,H,Kx2,F,H,Kx2,D,F,G,B: 50 B,F,H,Kx4, H,Kx4,H,Kx4,D,H,Kx2,H,Kx2: 60 G,F,H,K,I: 80 C,F,J,E,Hx2: 40 Hx2: 240 L,Hx6,O: 320 G,F: 350 M,L,D,F: 370 L,H,F: 460 I,F: 610 L,H: 630 L,F,D: 740 L,Hx20: 760 L,Hx14,B: 770 F: 780 F: 790 F: 800 F: 810 F: 820 F,G: 830 F,G,F,G,D,B: 840 F,G,F,D,B: 850 G,D,B,F,G: 860 F,G,D: 870 L,H: 880 D: 960 L,Hx7: 1010 M,N: 1020 Hx3: 1030 Hx2: 1040 H: 1060 M,F,C: 1070 E: 1080 F,C: 1090 E: 1110 K,A: 1120 Hx2,E:

TV madness

Wanna know what TV shows you should be watching while playing computer games. Here's Carl Lyons advice:

1. **Jet Set Willy – Man About the House**
2. **Blagger – Crime Watch UK**
3. **Loco – Entertainment Express**
4. **Owzat? – Different Strokes**
5. **International Soccer – Kick Start**
6. **Siren City – Crossroads**
7. **Super Pipeline – Jim'll Fix It**
8. **Breakout – Blockbusters**

Shoot now!..Ask questions later!

HIGH NOON

Cartoon quality animation brings back the days of the Wild West – with bandits, banks and burlesque girls. Riga Mortis the undertaker will attend to the corpses and leave main street clear for further mayhem. As the tension builds up you need nerves of steel to match up to the opposition and prove you're still the fastest gun in the West!

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Spectrum Shops and all good software dealers. Trade enquiries welcome.



All the latest noises in the humming world of micro games

Have YOU been buying fake tapes?

Leading games producers have expressed growing concern at the sale of huge numbers of professionally counterfeited programs – often indistinguishable from the real thing. GOSH, the Guild Of Software Houses, is taking the situation so seriously that it is raising a £50,000 'fighting fund' from its members – who include most of Britain's leading software houses – to pay for the costs of investigations and legal proceedings against the pirates.

Martin Hickling of A&F, producers of the popular game *Chuckie Egg*, said that piracy was now organised on a large-scale commercial basis. 'They've probably got their own plants set up,' he said. 'They're not going to run off tapes in batches of less than 5,000.'

He added that some of the copies were now 'extremely good' and that 'they're even doing double-sided copying'.

But he went on to emphasise that A&F are vigorously investigating piracy and that he was '100% certain' that there would be a court case in the near future.

Ocean's Mike Barnes agreed that counterfeiting was a major problem, 'much, much bigger than people imagine'. Ocean had lost 'in excess of 50,000 copies' of their Spectrum game *Pogo* through piracy, he said. In retail terms this is somewhere in the region of £300,000.

Ocean, too, are employing private investigators to seek out the pirates. They are also, in common with other software houses, looking into further means of software protection.

But, as Mike Barnes emphasised, this extra cost 'will eventually have to be passed on.' Once again, it's poor Joe Public who suffers.

How the Pirates work

One of the few legal things a professional pirate does in his murky business is to buy a copy of the original program.

He gets hold of *Drongo*, the great new Spectrum mega-game and takes it to his duplicating plant.

This is a very professional set-up allowing the copying of cassette covers as well as tapes. After all, these people have been in the audio-tape piracy business for years. After that, until the police took too close an interest, they had substantial interests in video-tape copying. So they know what they're doing.

He runs off 5,000 copies – more if it's a really big hit. He phones a business acquaintance – who just happens to be a software distributor with fewer scruples than most. The deal is closed, leaving the pirate and distributor a few thousand richer, and the software house a few thousand poorer.

And the final link in the chain? That's you, an innocent party to a nasty business. You end up paying the full price for a tape which cost the profiteers hardly anything. And they're not likely to be putting anything back into developing new games.

Classic compilation

A new software company, Computer Records, has come up with a completely new idea for selling games to fill your Christmas stocking.

The company are to release a 'compilation album' of 'well-known' games for the Commodore 64 and Spectrum computers. Exact details were not clear at the time of going to press, but it seems that the album will contain at least ten games previously released by other software houses and the price will be 'under £15.00'.

Computer Records seem to be trying to do for software what K-Tel did for the music business. Not only will the compilation be advertised on television, but the games will be available on long-playing records as well as cassettes.

The company aren't giving away any secrets about which games will be included, but if their claims about high standards and well-known names is true then this could be an excellent way of stocking up on a few games for Xmas without breaking the bank.

Micro jukes

Hesware in the US is negotiating to put the best micro games on to video 'juke' machines. The company have approached Llamasoft in the UK for permission to include *Gridrunner* and *Matrix*.

The machines would work like an ordinary jukebox – the money would be inserted, the selection of game done by a number on an index, and all controls and buttons would be built into the front panel.

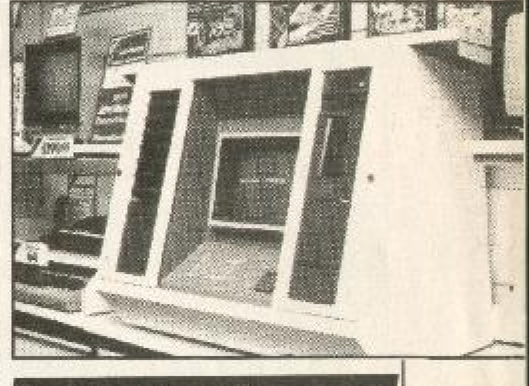
If they prove successful, we could soon be seeing them in the UK.

Oxfam appeal nets thousands of games

Oxfam's appeal for personal computer software has resulted in the donation of thousands of tapes.

Manufacturers as well as individuals have given over £10,000 worth of games which will be sold in one of Oxfam's central London stores.

Prices should start at as little as 50p.



Instant software

Games buyers should be spared the pain of finding games 'out of stock' if a new electronic software distribution system catches on.

The system consists of a machine in the shop which is capable of holding 1,000 programs. The purchaser selects a program which is then copied on to tape, disk or cartridge. The whole process takes about a minute.

One of the first retailers to use the system is John Menzies, who should have it in some branches by late October.

The system's stock should be bang up-to-date as it can be changed through a telephone link to a central computer in Edinburgh.

Eureka! £25,000

An enormous prize of £25,000 is the reward for the first person to solve the enigma of *Eureka!*, launched by Domark at the end of October.

The game, for the Commodore 64 and Spectrum 48K machines, has no less than five adventures and five arcade games in the one package.

Each adventure contains riddles, clues and puzzles leading the player towards cracking the final 'code'.

Eureka!'s adventures were written by Ian Livingstone, author of the *Fighting Fantasy* series, while the arcade sequences have been created by the Hungarian team of Andromeda – the people who wrote *Caesar the Cat* and *Chinese Juggler*.

The game is available by mail-order only and costs £14.95 on tape and £16.95 for the Commodore 64 disk version.





US HITS

Two US mega-games are now available in Britain from Statesoft. *Astrochase*, a space game where you have to protect Earth, and *Flip & Flop*, a *Q*Bert* derivative, have received much praise in America for their excellent graphics.

The games will be on the Commodore 64 at £8.95 on tape and £10.95 on disk. Statesoft's motto is 'really something else' and they claim their games are big, bold and beautiful. Let's hope so.

3D ZAPPING

Terrahawks, based on the TV series, is a 3D flying simulation and battle similar to *Combat Zone*. You fly across a grid to the Vortex tunnel and through it avoiding all the obstacles and enemies.

The game is written by Richard Taylor and should be available now for the Spectrum 48K at £6.95 from CRL.

ALL AMERICAN ACTION

American Football, a simulation of the bone-crunching game, is being released at the Personal Computer World Show for the Spectrum and Commodore 64.

The program, from Mind Games, will have full graphics for one or two players and an information book on US football. It will retail at £7.99 for the Spectrum and £9.99 for the '64.

A large promotional campaign is planned to accompany the game including TV ads during the Superbowl on Channel 4, in which characters from The Young Ones will do voice-overs.

COMPUTER BOARD-GAME

Games Workshop, who started life selling Dungeons & Dragons and other fantasy board games, have moved into the software market with *Battlecars* and *D-Day*.

Battlecars is a version of the board game of the same name and pits two players against each other as road warriors duelling to the death.

D-Day is a game of military strategy on the beaches of Normandy and is also for two players.

The games are available from mid-September for the Spectrum 48K at £7.99, and later for the Commodore 64, BBC and Amstrad.



SILVERSOFT COME ASHORE

In the wake of *Worse Things Happen at Sea*, Silversoft have released *Hyperaction* for the Spectrum 48K.

Its most basic description is that of a tactical maze game, but Silversoft say there is a lot more of it than that but it's practically 'indescribable'.

The game will have 8 screens of two general types and buyers are promised a unique surprise on the cassettes, which cost £5.95.

MICRO TERRORISM

SAS Commander is a multi-screen arcade game where you have to patrol a street infested with terrorists.

You have to kill the terrorists who appear at windows, doors and on roofs while protecting hostages and avoiding enemy fire.



Out of the hat

Alas, poor departed Rabbit. I hear a considerable number of creditors are fighting over what is left of the bankrupt software house. Among them is the estate of Rabbit's late acting director Alan Savage which is pressing a claim for recompense of the goodwill Alan created for Rabbit. And how much was this goodwill said to be worth? Why, a mere £1,577,149. Horace is not surprised to hear the liquidator is seeking legal direction as to whether the claim is valid.

Incidentally, I hear that another of those claiming Rabbit money is none other than Mark Butler, the former Imagine director whose name was linked with Rabbit's Heather Lamont by the Sun 'newspaper' in a recent scandal-mongering article. He apparently lent the company some £2,000 to pay the cost of air fares for a foreign business trip. Jolly sporting of him.

Gilligan's double

Original game, *Gilligan's Gold* from Ocean. And so is *Murphy* from Mogul. Only trouble is, they're almost identical. How can this be? An informant whispers that both companies attended the Consumer Electronics Show in Las Vegas last November. Both were approached by a clever American with a good game idea. Both paid him money for 'exclusive' rights to the idea. And now both are angrily trying to trace him for double-crossing them!

Horace's advice: never trust a Yank.

Amazing offer

Leafing through the classified section of a weekly computer magazine the other day I came across a rather amusing little ad.

On offer at 'only 80p' was a '*Sabre Wulf* map showing full details'. Almost as good value as the 75p August issue of PCG which contained a *Sabre Wulf* map and 130 pages besides.

Game with no name

I had great fun playing *Fighter Pilot* from Digital Integration, so I was looking forward to the follow-up. They had a great title for it – *Thunderbird*. What a pity the puppet chappie behind Thunderbirds, Gerry Anderson, had the licence to the Thunderbirds title. Digital are having to think of a new name.

Mega-Waltzer

I've heard of strange occupations for games programmers, but this is ridiculous. Terry Watts, the author of Quicksilva's *Quintic Warrior*, and K-Tel's *City Attack*, is a ballroom dancing instructor.

Garbage, man

I'm delighted to discover that New Generation Software are releasing their excellent game *Trashman* in the United States. But what's this? I hear the American version is being retitled *Garbage Gobbler*! Come on chaps, the original title was quite American enough.

A competition is also being run with cash and software as prizes. The game is available from Comsoft for the BBC and Electron at £4.95.

CRAZY FARMER

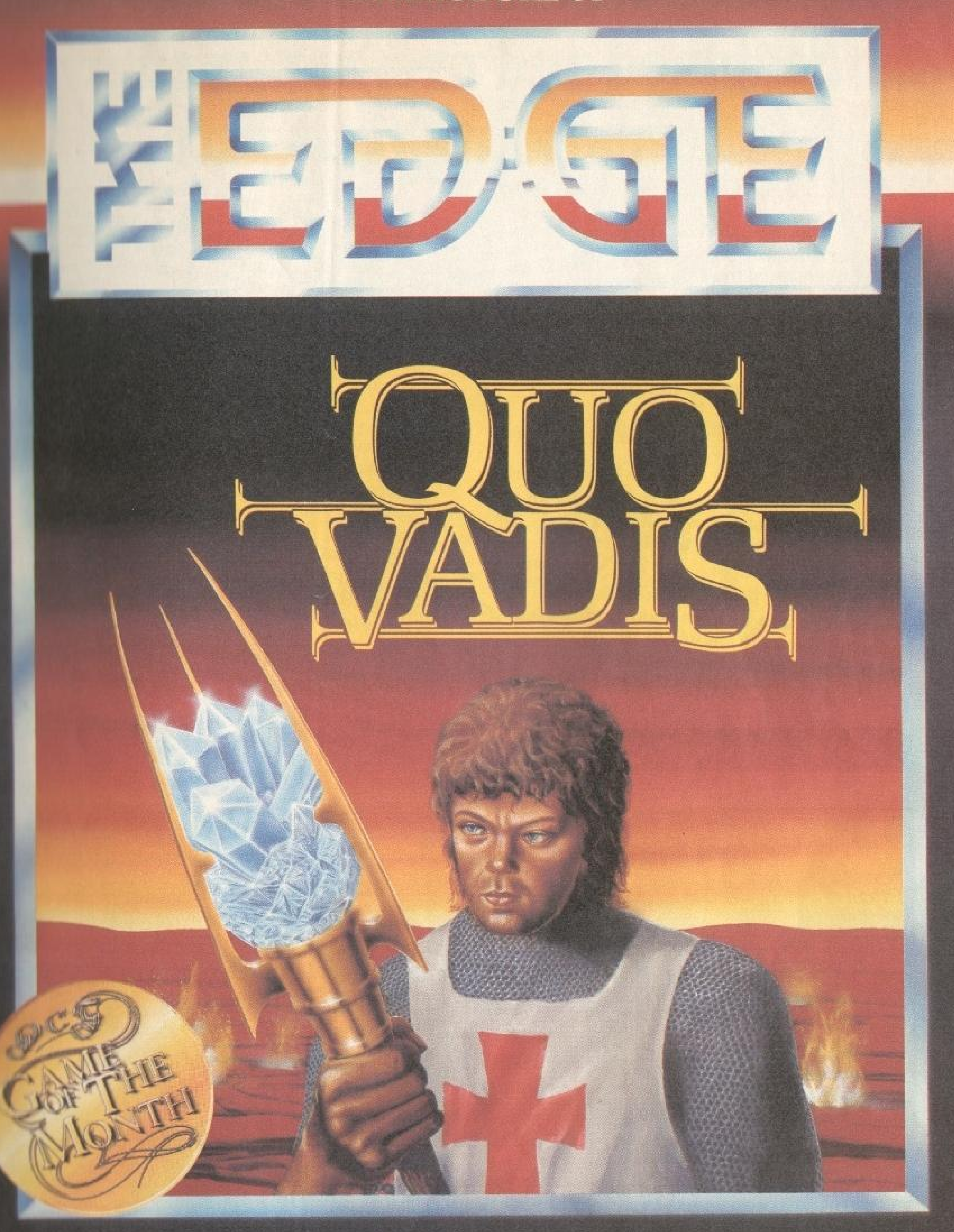
Paranoid Pete is a farming game from Ubik Software set on the planet Owwayondah.

Pete has to grow, harvest and process wheat for consumption back on Earth. The program has two game screens and is available on the Spectrum 48K for £5.95 and the BBC for £7.95. Versions for the Commodore 64 and the Amstrad should be available soon.

TWO NEW FROM BUBBLE BUS

Bubble Bus's two new arcade games – *K Fighter* and *Strike Force* feature 3D war action. The player views the action from a gun turret which pans across 60 screens.

Both programs are for the Commodore 64 and cost £6.99.



COMMODORE 64
THE EDGE
QUO VADIS
PCG
GAME OF THE MONTH

Level 9 Adventures are superbly designed and programmed, the contents first rate.

YOUR 64 June 84

"Whichever machine you own, if you have the vaguest tendency towards adventure playing then you must try one of these games (unfortunately you'll probably end up wanting to buy the lot!)."
Computing Today, August 84

"To me, all Level 9 adventures create a remarkable atmosphere because the descriptions sound so life-like. This is where so many other adventures fail."
Crash, July 84

"But it's not just the size of the game it's the quality as well that is astonishing ... ... scenes to fire the imagination."
PCG, April 84

"As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denizens."
Which Micro?, February 84

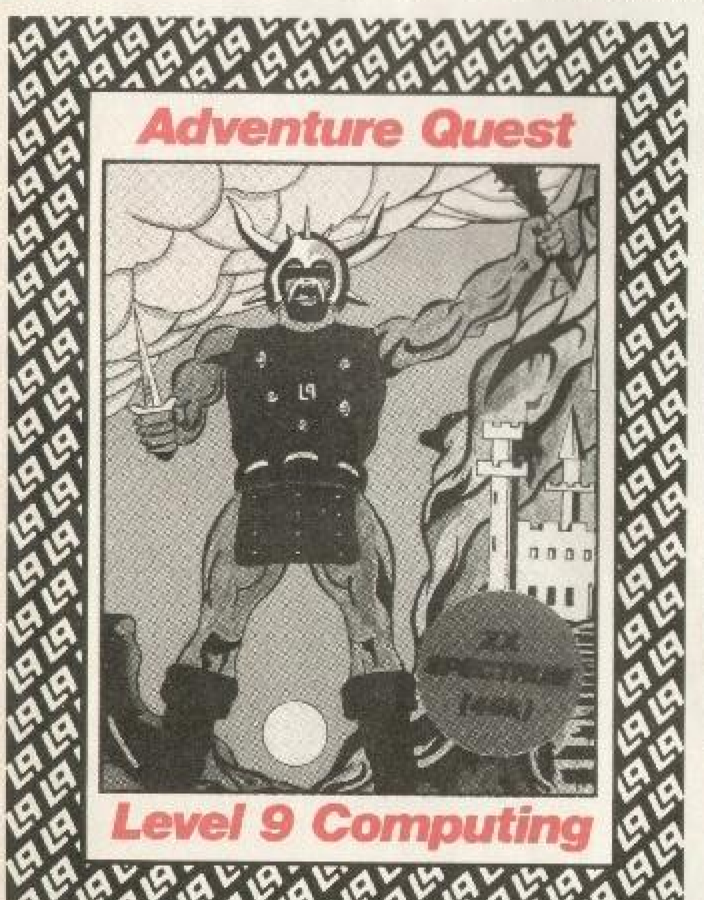
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"I thoroghly recommend these Adventures, they are excellent value for money. No self-respecting Adventure-addict should be without them. I believe Level 9 are producing a series of Adventures which should be regarded as classics."
Atari User, July 84

"These programs run very fast and there are no frustrating pauses. Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Adventure is nothing short of brilliance; rush out and buy it. While you're at it, buy their others too. Simply smashing!"
Your 64, June 84

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Acorn User, July 84

"(SNOWBALL). This is another imaginative, massive-scaled immensely enjoyable adventure from those experts down at Level 9 Computing."
Your Computer, March 84



Adventure Quest is the second in Level 9's acclaimed Middle Earth trilogy, though it can be played by itself.

Available from W H Smith and good computer shops everywhere. If your local dealer doesn't stock Level 9 adventures yet, get him to contact us or: Centresoft, Microdealer UK, Ferranti & Craig, Leisuresoft, Lime Tree, LVL, PCS, R & R or Wonderbridge.

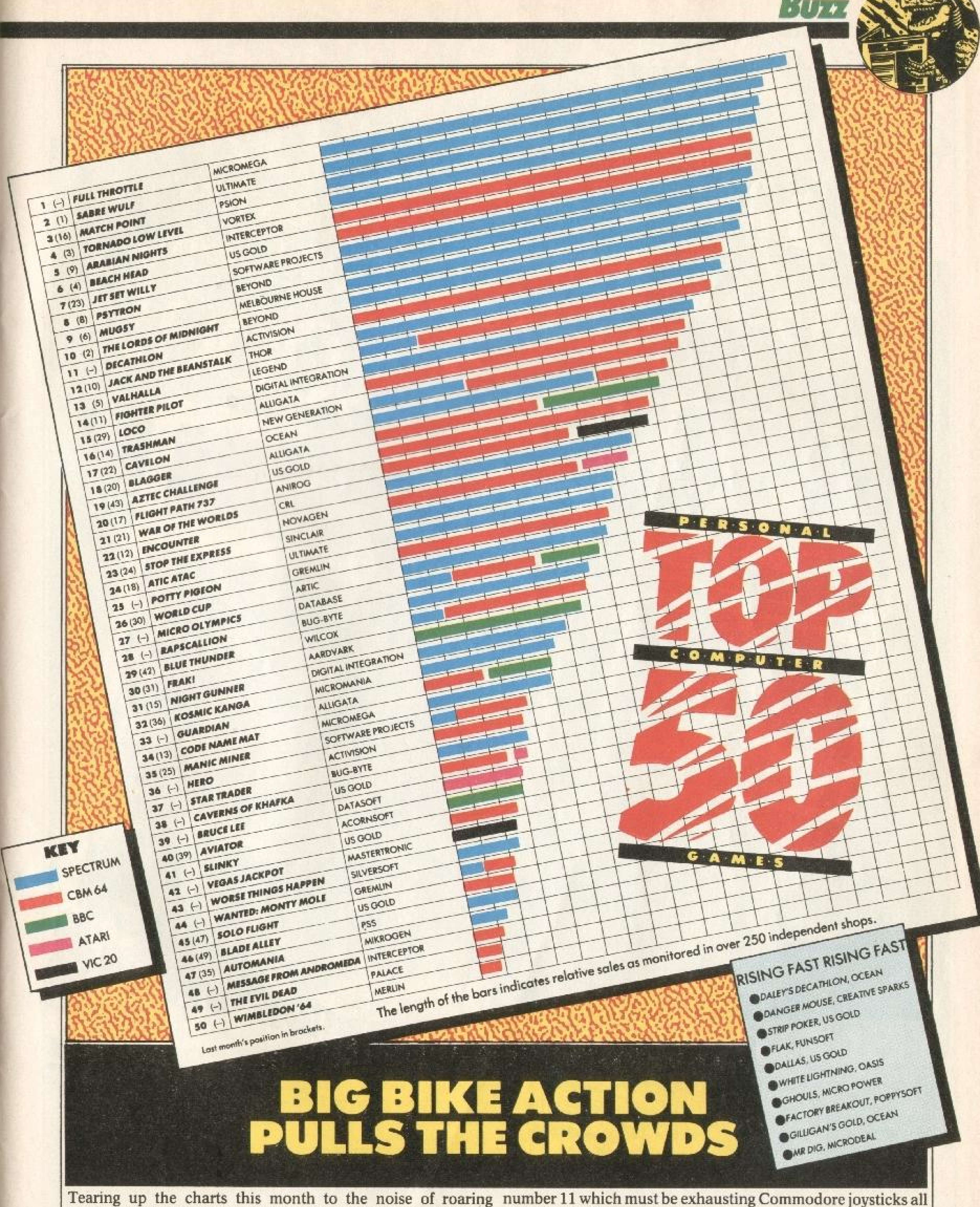
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MEMOTECH BBC CBM 64 SPECTRUM ORIC 1 LYNX NASCOM ATARI



BIG BIKE ACTION PULLS THE CROWDS

Tearing up the charts this month to the noise of roaring engines is ***Full Throttle*** making a champagne-cork-popping entry at number 1.

Micromega were delighted with the success of the program and told us 'We recognized the limitations of other road-racing games on the Spectrum and set out to correct them.' Obviously Spectrum owners think they've really pulled it off.

The other big new entry is ***Decathlon*** from Activision at number 11 which must be exhausting Commodore joysticks all over the country.

Jet Set Willy took exception to our suggestion that he might be slipping and charged back up to number 7.

The battle at the top is hotter than ever – just look at the names in that top ten. You are all being spoiled rotten and if you read this month's reviews and autumn mega-game feature you will see that the best is yet to come.


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BYTE-BACK

SAMANTHA HEMENS replies to a selection of letters from our ever-growing mailbag. It's great hearing from you, even though we can't always give individual replies. Write to: Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

In the soup!

I have a problem. I was eating my soup next to my computer and I went away to take my dog out when my cat made the soup fall into my ZX Spectrum computer. I was wondering if you could tell me where to get it fixed or if it would be better just to get a new computer.

Paul Kernachan

Oh dear, Paul! You'd better keep your cat on a tighter leash in future. I'd take your Spectrum down to the nearest computer store and see what they say. OK?

State of the Union

In reply to P Brown's (August issue) letter about the Commune get together I have this to say to the other powers in The Final Conflict. The Commune, at the moment, is the largest power. In the interest of the rest of us they should be chopped down a little. There are three nice juicy targets in the centre, namely Zorg, Norland and Aberstrof. These are nicely undermanned and should be shared out straight away. This would leave the Commune in their little stronghold in the West which the Federation should deal with via Himonia. (Excluding Rorglia which could be a problem.)

A final word to Mr Browne on his head banging session. How many of his replies are genuine? I know a couple of Commune players and their codes, so expect a few letters from non-Commune players. Also, loyal Commune players, how can you tell Mr Browne is 'really' a member of your group. A cunning enemy player could be operating against you and send you false info – you mugs! Can you trust him?

To be safe send nothing, and submit to the Union, your masters.

A Milford, Huntingdon

Members of the Dominion can also get in on the act by sending an SAE, their membership code and their suggested votes to C Fergusson, 77 The Avenue, Sunbury-on-Thames, Middlesex TW16 5HZ.

Assuming of course, that C Fergusson and A Milford aren't Federation spies!

YOUR TURN, BALDY!

It's all very well, but your magazine is very one-sided as far as reviews are concerned. I mean to say, I know that the original source of the cash is the parents, or the dad in 99% of cases. So how about a review of the games for us, the ageing juveniles, the balding, going-to-fat, myopic dads?

And not a review telling us about the glorious graphics (can't see 'em properly), nor the sensational sounds (lost my hearing-aid), or the Olympian originality (love the Beatles), but a review which tells us: whether the game will keep the hooligans quiet while we watch TV; whether the game is easy to learn – for me– so I don't suffer instant defeat and the jibes of 'fattibaldicus is stupid'.

Whether the game is so fascinating that I can't even get a go until they've pushed off to bed; whether it's so good that half the street come in to play, thereby ruining the evening; whether the sound effects can be cut down to a scream; whether the game is easily obtained from the shop; and finally, whether the game provokes hours of endless discussion about RAM and ROM, bits and bytes, Spectrum versus Commodore 64, etc, etc.

To show you what I mean, here is an example: a review of the *International Soccer* cartridge for the Commodore 64 which we own.

Ray Binns, Wolverhampton

Sorry Ray, but we didn't have room for the review. However, all of us here were convulsed with laughter after reading it. So for the kids who don't realise what madness they're inflicting on their parents, here's the end of your script.

"All in all, the game International Soccer *is great for the kids but absolute hell on the living room for poor Dad. Score 0."*

Huge savings

Looking through the August edition of PCG, I came across an advertisement for a company called Discount Computer Software who claim to offer 'amazing software bargains by mail'. Among the list of Vic 20 programs I found Llamasoft's *Hellgate*. The recommended retail price was £6.00, the 'bargain price' was £5.95. WOW! A terrific saving of 5p. Keep up the good work DCS!

(PS. I shouldn't be too hard on them really because most reductions were over a pound.)

Simon McNish, Hull

Plastic formula

In February, certain adverts appeared in magazines which advertised a program called *Formula 1* from a firm called Spirit Software. The program also included a piece of hardware called a 'steering wheel'.

Now then, why am I telling you this piece of already well-known information? 'We all know it's a rip-off and that the firm and product never actually existed', I can hear you all shouting. Well, to use a well known phrase, 'have I got news for you!'

Earlier this month an actual copy of this game arrived, with the (peals of laughter) steering (hardly) wheel. A small letter accompanied the game which said that the game would have arrived earlier had not the Kensington CID intervened!

The steering wheel is a pathetic piece of yellow plastic moulded into a cylindrical shape (hollow) with the shape of a steering wheel stamped on the front. You rest it on the number keys and turn it left and right to steer, even so, it takes about 3 seconds to do anything! The graphics are OK, but the game is really unplayable.

I class this game as a right rip-off at £8.95.

Patrick Honeybone, Nottingham

We had lots of letters about Spirit Software and are glad to know that someone, at least, has received their game, even if it is awful. Spirit have obviously been exorcised!

World Cup shock

12.00 pm: Went down to my newsagents and picked up my issue of August's PCG.

12.20 pm: I reached the Spectrum review section. But what's this?

GASP, HORROR, SHO-

CK! I see that they've reviewed one of my recently acquired games – *World Cup* by Artic.

Graphics: 4? Now come on lads, considering the smooth scrolling and good animation I feel it should have been 7 (at least).

Sound: 1? Did your reviewer get the same version as me or is his hearing-aid broken? For his information, there are about eight different tunes played through the game!

Lasting Interest: 3? Do leave it out, Doreen. I find this game exceedingly addictive. In fact you can keep your *Psytrons* and bug-ridden *JSW* – give me *World Cup* any time.

I bet Chris Anderson (alias the Ed) only played it on his own. The atmosphere when two or more players are in the competition is unbelievable. Don't think I'm picking on you Chris, but you made a boo-boo this time.

Mico Desbrow, Basildon

We've had a couple of other letters bemoaning the Ed's review of World Cup *but he's still sticking to his story that the sound IS out of tune and he got no lasting pleasure out of the game. However, he did admit to not having played the game against another person and that it might be more exciting that way.*

Spectrum v Atari VCS

This is Mr Angry (that isn't my name really) writing to compain about the nasty Spectrum owners slagging off the Atari 2600. (If you don't slag off the Atari, don't read on.)

I am absolutely fed up with Spectrum owners saying things like 'It's time you threw your VCS away and got a Spectrum'.

The Spectrum is one of the ugliest computers I have ever seen (a nice door stop though) with keys that are so disgusting they make me sick.

The Atari (old style) is beautifully set out, attractive to look at and touch, with an On/Off switch and a teak wood finish.

As for the Spectrum's display, it is fair with only eight colours, hi-res but not good scrolling or movement, being extremely jerky on most games. While the Atari display is also fair with 16 colours, medium-res graphics and extremely smooth movement.

Finally, the Spectrum's sound is pathetic compared to the Atari's and there are only a few games I can't do on the Spectrum, but loads I can't manage on the Atari. So if anyone complains about the Atari 2600 again you should think again, it's not a bad little machine for the price (£50).

Barrie Ellis, Benfleet, Essex

I'd watch out now for all those Spectrum owners if I were you, Barrie!

More Spectrum reviews

Alas, I am writing to complain about the Screen Test section of PCG, in which I was shocked to see that there were 19 Commodore 64 games reviewed. I don't see why the CBM 64 should have more reviews than any other micro.

I am a Spectrum owner and saw there were only seven Spectrum games reviewed in the August issue. So please have some sympathy for Spectrum owners and other home micro owners – print less Commodore reviews and a few more Spectrum reviews.

Jason Scotcher, Chingford

Now listen, guys, we aren't biased to any one machine. A lot depends on how many games are released for each machine each month. We can't review games which don't exist. Besides, although there were fewer Spectrum games reviewed in the August issue, they were given more space than the '64 games, including a Game of the Month and a map of Sabre Wulf. *Our aim is to review ALL the reasonable games we can get our hands on for ANY micro.*

Hunchback glitches

Although I am not one to complain (ho ho!), I feel I must tell you about Ocean's *Hunchback* for the Dragon 32. This game must surely win the prize for the most bugs in a professional program.

1. When you get over 65,535 points your score resets itself to zero. This is an incredible bug as it is very easy to get this score, since once you've completed all the screens, the game doesn't get any harder.

2. You are often asked to enter your name in the high score table even when you aren't on it.

3. If you stay on the left of the screen and stay still, the man who climbs up the wall stalks right past you, getting a pixel lower every time he passes. This messes up the screen and whenever you try to move, no matter where the man is, you die.

4. It is easy to leave half your body behind.

5. You don't see Esmerelda when you complete all 15 screens, which is a bit sneaky, and if you have some bells left (these are gained for completing a screen) then although they are still shown on the screen they do not count any more (ie. you still have to complete five more screens to get the bonus).

6. Once you get five superbonuses you seem to get an extra life every time you complete a screen. I once ended up with 41 lives!

These bugs really spoil a great game and I think that Ocean should get someone else to test their games for them.

Now, for a small fee . . .

Alan Heywood, Inverness

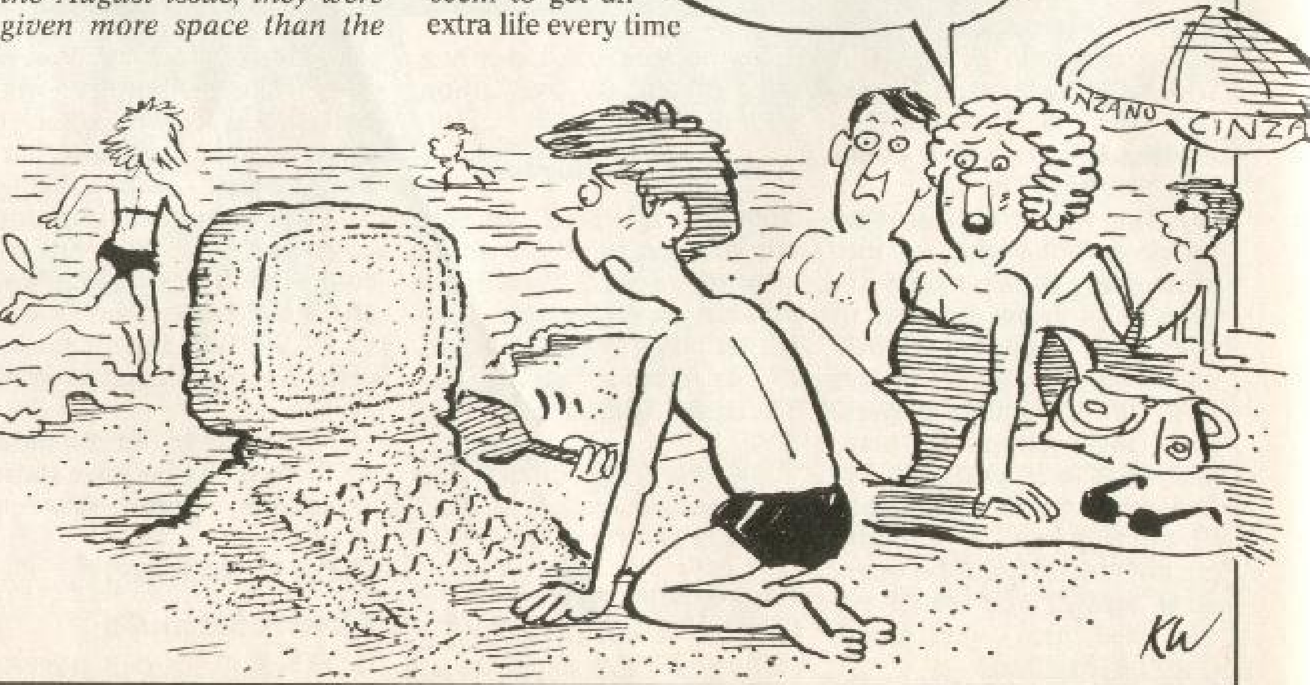
Can't see them paying you when you're so rude about them. You must find someone to teach you tact. Now, for a small fee...

Himmel! Vot success

WELL DONE. My penfriend whose name is Oliver Hoss, and comes from Germany has recently visited me. Oliver does not have a computer, and he enjoyed playing on my 48K Spectrum. When I showed him my copies of PCG he kept looking at them. After a while I asked him what he thought of them, he replied "Sehr Gut" (which is 'very good' in German). I thought I should write in and tell you.

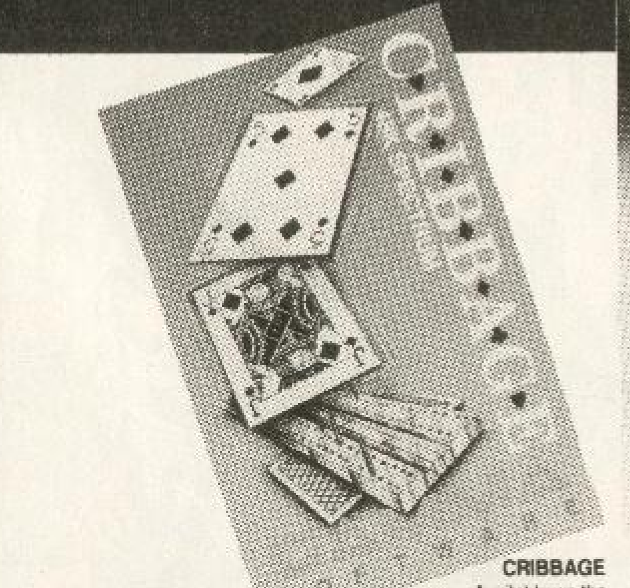
Michael Knight

Well thanks, Michael. It's great to know we're winning an international following. The good news about PCG is certainly spreading to other countries. We've had several letters from Sweden and some from Holland – so let's hear some more from all you micro-games fans on the continent.



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CRIBBAGE

Available on the Spectrum for the first time, **CRIBBAGE** is an excellent version of the popular card game. As well as superb graphics, the game includes full rules and playing instructions together with automatic scoring and score re-view.

Playing against the computer, the experienced player and novice find **CRIBBAGE** an entertaining and challenging game.

MADHATTER

"I must get this place tidied before my guests arrive," wails the **MADHATTER**. Help him collect his tea time treats for his Un-Birthday Party. "But watch out for those mice" he warns, "and keep away from those vacuum cleaners!"

Looks like the **MADHATTER** will be in for a busy afternoon – will everything be ready in time?

ORC SLAYER

In your search for Thorg, leader of the Death Moon Tribe of Orcs you must first find the Magic Runesword needed to destroy him and then seek out their underground stronghold somewhere in the Savage Lands.

Full of excitement, this adventure will push you to the limit of your wits and intelligence in achieving your goal.

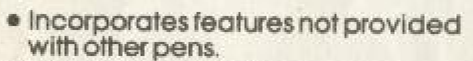
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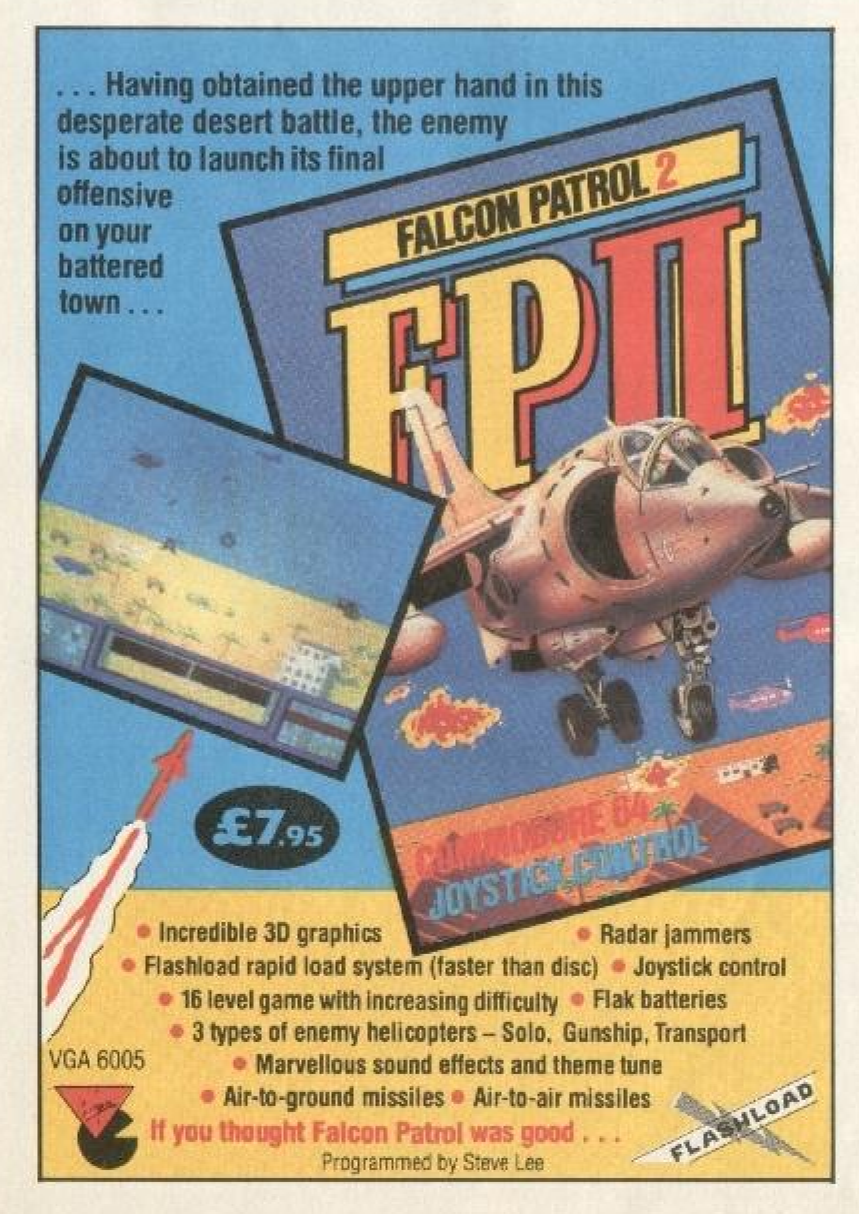
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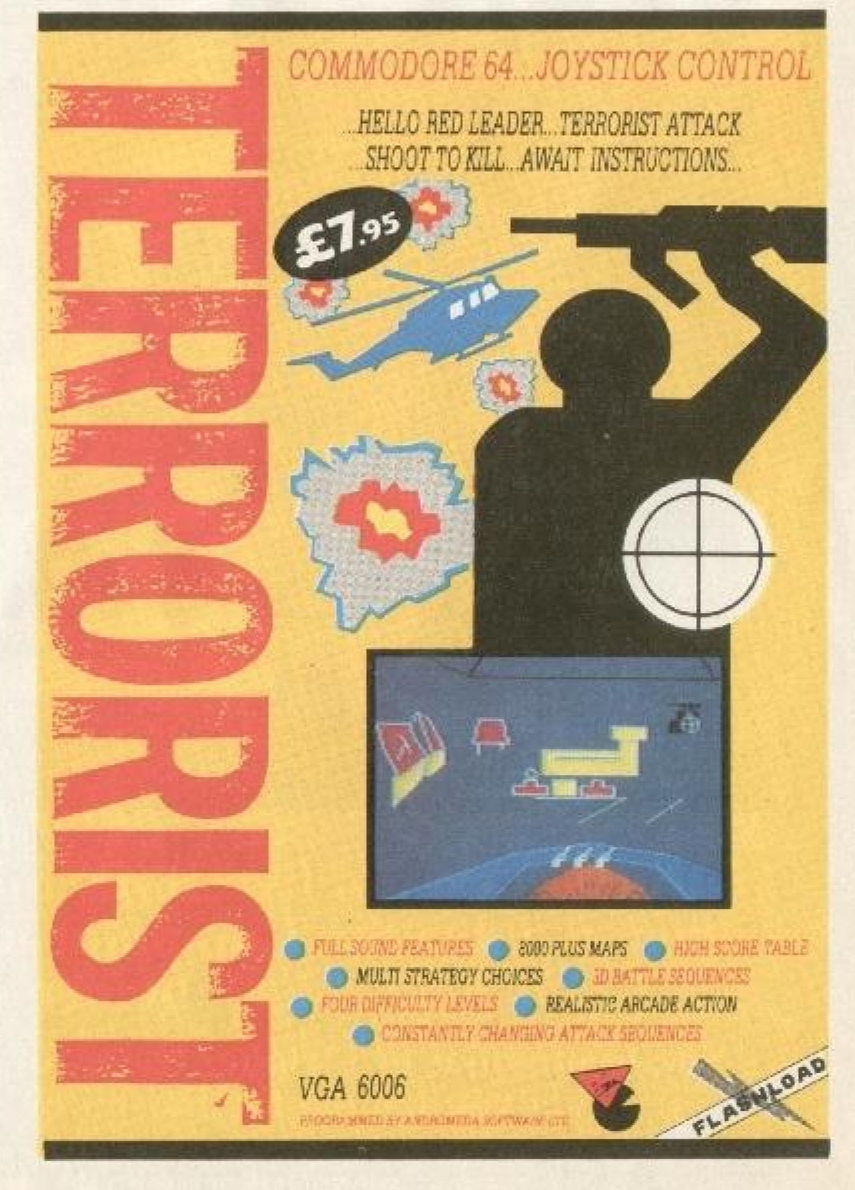
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MSX games are am-m-mazing!

Tony Takoushi gets a pre-release peek at the software for the new Japanese MSX home micros

It took a single day of zapping in Konami's London offices to finally convince me that MSX is going to be big. Very big. After all, most people now agree it's the quality of the software which sells the computers. And believe me, these games are good.

Take Konami's MSX version of its hit arcade game *Track and Field.* This comes on three different instant-load cartridges, each containing four events (each cartridge is just 8K). The games are played using a special controller which has two arcade-type buttons to pound away on.

In terms of colour, sound, graphics and sheer playability these games are almost indistinguishable from the arcade originals. They're superb.

Crazy Circus

Another converted arcade game is *Circus Charlie.* This has five stages: the fire rings, the tightrope, walking on beach-balls, horse-riding and, finally, the dreaded trapeze.

Again, this has very good presentation and plays well. The theme is very original although at first sight not too attractive, but after a little dedicated play I was hooked and found the going tough but fun.



Track and Field


Antarctic Adventure

Antarctic Adventure is currently the most popular title in Japan for the MSX machines and, believe me, I can understand why. This game has you controlling a very cute little penguin on skates trying to visit bases all around Antarctica.

In your way are seals, ice breaks and flags. All of these can be avoided by leaping over them, but any contact will cause you to slow down. In fact, time is at a premium – if you do not reach the next base in the set time limit the game ends.

It was painful putting this one down, although all you actually do is steer left-right and leap over obstacles emerging from the horizon. It's the theme and solid play that give it lasting appeal. Definitely one to watch out for.

Challenge

Super Cobra is the follow-up to *Scramble* and has the same basic play elements (caves, fuel dumps, rockets). But it presents it in a far more challenging way. *Scramble* had you invading an enemy installation through caverns full of enemy missiles, fireballs, rocket silos and a treacherous maze. *Super Cobra* has the same theme but the caves are narrower, the missiles faster and meaner, and accuracy is all-important. Of all the games viewed this was the least appealing on visuals and sound.

For those who enjoy arcade-adventures *Athletic Land* has you working you way through screens of rope-swinging, barrel-jumping and platform-leaping (to name a few!) all to a catchy tune and dazzling graphics.


Comic Bakery

Time Pilot has been around for quite a while in the arcades but the official conversion on MSX is none too inspiring. The game has you flying your fighter through four time zones facing bi-planes, monoplanes, helicopters and UFOs. Your craft can fire in eight directions as it flies through the sky and you must destroy the enemy, who attack in formation. If you survive a set time limit you warp to the next time zone facing faster, deadlier forces. *Time Pilot* is a good game but somehow this conversion did not have any lasting appeal.

Cute

The last two titles, *Comic Bakery* and *Monkey Academy* show why Konami is the leading force in the arcades. They are both games featuring cute characters, *Monkey Academy* having a cheery little monkey and *Comic Bakery* a rampant chef.

Monkey Academy has you trying to solve a maths puzzle by leaping between three layered floors pulling down blinds with numbers printed on them. There is a mean-looking crab trying to nip you but he can be stopped by throwing one of the many fruits hanging from the platforms. If this puzzle is solved another appears, the aim being to solve as many puzzles in the set time limit.

Last, but not least, is *Comic Bakery.* Here you are the master baker trying to bake your daily bread. This is done be running the dough along conveyor belts through furnaces. Unfortunately there are some evil-looking racoon dogs trying to steal the dough. They do this by switching off the conveyor belt and swiping the dough from a platform above the belt. All is not lost as you can leap up with your rolling pin and wallop them heftily on the snout. If they attack you on ground level you can immobilise them with your stun spray and kick them out of the factory.

These last two titles proved great fun to play and were still tough enough to make me go back for more.

My response to these games is excitement. It is not often that such a high quality package of software is immediately available for a new micro.

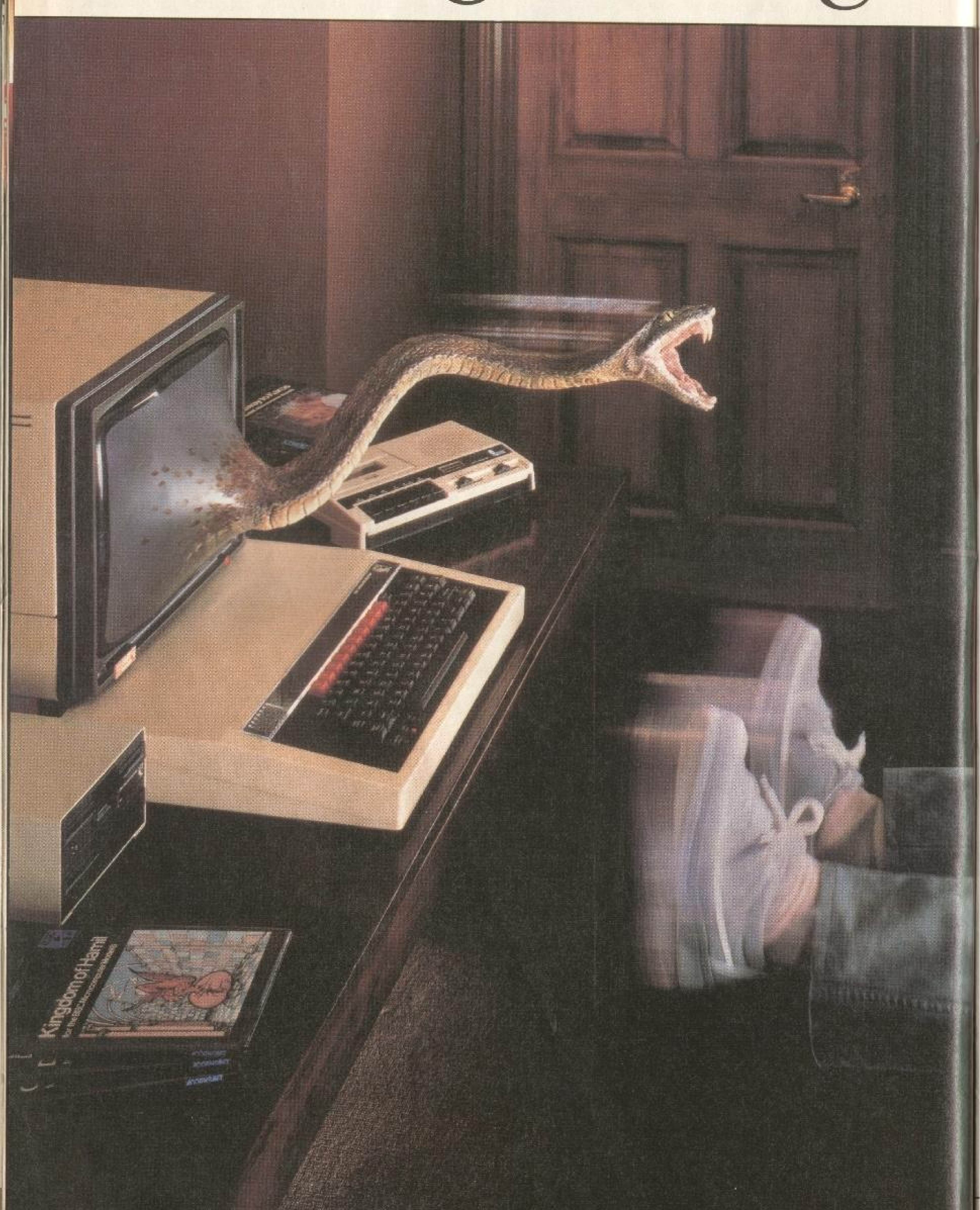
Reservations

But there is a question mark hanging over the price of these cartridges. If their Japanese price is anything to go by, they could cost as much as £15 – making them twice as expensive as software for other popular micros. However, a final decision on price has yet to be made: let's hope that Konami bear in mind the amount of pocket money the public has to spend.

The only critiscisms I have of the MSX micros in general are the price of the machine – now said to be around £300 – and the hardware limitations. There is no smooth scroll, so backgrounds in games like *Super Cobra* and *Hyper Olympics* look blocky when characters move against them.

MSX looks to become a major force in the UK micro wars. With the vast potential of a machine offering good sound, graphics (32 sprites), a varied colour palette and the expert marketing of the Japanese it has every chance of success. We wait with baited breath...

Warning: these gar



mes show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from 'Gateway to Karos,' where putting a foot wrong could mean instant death. To the relentless antics of Drogna which could have you dying with laughter.

Gateway to Karos.

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khoronz but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomenona are in abundance. Should you find the Talisman, you've still to find your way back.

Kingdom of Hamil.

As the rightful heir to the Kingdom of Hamil, you are in the unusual position of having to prove your claim to the throne. Evil people are trying to prevent you accomplishing your task by any means. An adventure game fraught with many dangers, puzzles and problems.

Tetrapod.

You're in an arena littered with dormant lizards, killer bees and other hostile creatures with whom you'll have to do battle to survive. But beware of your own laser bullets, as they bounce off the arena walls.

Drogna.

A game for two people – preferably with devious minds. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot... but keep an eye out for him doing the same to you.

Crazy Tracer.

An arcade style game where you're in charge of a paint roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

Volcano.

Mount Crona has erupted after 150 years of silence. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade – or shoot – the boulders being hurled from the volcano.

Carousel.

A re-creation of the fairground shooting gallery – with a difference. Shoot down all the ducks, owls and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

Meteor Mission.

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding – or shooting – meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games – with the exception of Gateway to Karos which is currently only available on cassette – can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are simply call 01-200 0200. Credit card holders, phone 01-200 0200, anytime. Or 0933 79300, during office hours.

Alternatively, you can order the games by sending off the coupon below to: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

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PG10

ACORNSOFT

£1,000 PRIZE PACKED G

This is about the biggest competition ever run by a computer magazine. We're giving away £2,000 in prize money to those who can come up with the best ideas for a computer game based on the theme of saving energy.

THE COMPETITION is backed by the government's Energy Efficiency Office and top software company Melbourne House who plan to program and market a game based on the winning idea. This means the winner would receive royalties from sales of the game as well as the prize money.

The whole idea behind the competition is to produce a game which large number of people will want to buy, and which will encourage them to think about saving energy.

One of the most exciting features is that you don't have to be a programmer to enter. It's the game *idea* we're looking for. All you have to do is get thinking and work out a game which is some way have to do is get thinking and work out a game which in some way illustrates the importance of energy-saving.

THE PRIZES

The total prize money of £2,000 will be divided as follows:

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THIRD PRIZE
(20 awarded) £25

Note: In the unlikely event that none of the competition entries are considered good enough, Melbourne House will be under no obligation to market a game. If the company does use any of the entries to produce a game (or games), then those entrants will receive royalties from sales of the game in addition to the prize money.

How to enter

All you have to do is to send us the following:

1. Your game idea written neatly or (preferably) typed. There is no formal limit on length, but if it's more than about 600 words, the judges are likely to get bored. The idea may be accompanied by illustrations or diagrams if you wish.
2. A summary of the idea in less than 100 words, clearly marked.
3. Your name, age and address.

These should be posted to: Energy Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

All entries must reach us by the end of October.

Any of the different types of energy could be included: electricity, coal, gas, oil, nuclear, energy from the sun, wind or sea – anything. The game could be about energy in the home or at work or both. The only limit is your imagination.

When drawing up your idea, remember that it must be possible to program it on a home computer. Also, it must be a really *enjoyable* game – one which will be so popular it gets into the top ten.

The Energy Efficiency Office have prepared special energy conservation information packs which you can obtain free by writing to: Tamsin Watts, Room 1672, Energy Efficiency Office, Department of Energy, Thames House South, London SW1P 4QJ. We recommend you do this as it could help you devise your game.

Entry tips

You're free to present your ideas any way you like, but it may help you to include answers to the following questions.

- What is the aim of the game?
- What does the player actually do – eg does he control one particular character, and if so, how?
- How would the game be shown on the screen?
- Why would the game be enjoyable or addictive?

It may help if you divide your entry into different clearly marked sections, each explaining a different aspect of the game. Reading through a couple of pages of unbroken text could be quite hard going for the judges.





and help Britain save energy

FOR A POWER-AME IDEA!

THE COMPETITION SPONSORS

Energy Efficiency Office

This section of the governmentr's Department of Energy is dedicated to finding ways of helping the country be less wasteful in its use of energy. For example, did you know that:

- Britain alone wastes around £100m of energy every day?
- Simple heat-saving measures could knock £100 off the annual fuel bill of the average house owner.
- The cost of crude oil has gone up 1200 per cent in the last 10 years.

Melbourne House

This company hardly needs an introduction. The large number of high-quality games to their name includes *The Hobbit, Mugsy* and the *Horace* series. Based in Australia, this software house has a large number of top programmers working full-time developing new games – including this month's releases *Sherlock* and *Zim Sala Bim.*

Melbourne House have all the resources to convert a good idea into a brilliant game.

Competition rules

1. The competition is open to everyone except staff at Personal Computer Games, Melbourne House, the Department of Energy and their families.
2. You may submit more than one entry, provided that each entry is accompanied by a summary of less than 100 words.
3. All entries must reach the Personal Computer Games office by last post on 31 October.
4. The entries will be examined by a panel of judges from PCG, Melbourne House and the DoE.
5. A 1st prize of £1,000, two 2nd prizes of £250 and 20 3rd prizes of £25 will be awarded.
6. The judges decision will be final.

Great home win for Spectrum, CBM 64, BBC, Electron, Oric, Dragon, ZX81

100 *FOOTBALL MANAGERS* TO BE WON!

'WELL, JIMMY, seeing as the football season's with us once again, how about a little competition to keep the punters happy?'

'Yeah, Brian, great idea. They could win a copy of my favourite computer game, *Football Manager*. I've been playing it all summer. It's so addictive.'

'That's because it's written by Addictive Games, Jimmy.'

'Love it, Brian, love it.'

'Tell you what, it's now available on the Commodore 64, BBC and Electron as well as on the Spectrum and ZX81. And it'll soon be released on the Dragon and Oric. We could have a competition open to owners of all 7 micros. How do you feel about that?'

'Over the moon, Brian. Great idea.'

'We'll give away copies to the 100 people who can answer three football questions and give the funniest new name to *Football Manager*'s famous programmer by rearranging the letters in KEVIN TOMS.'

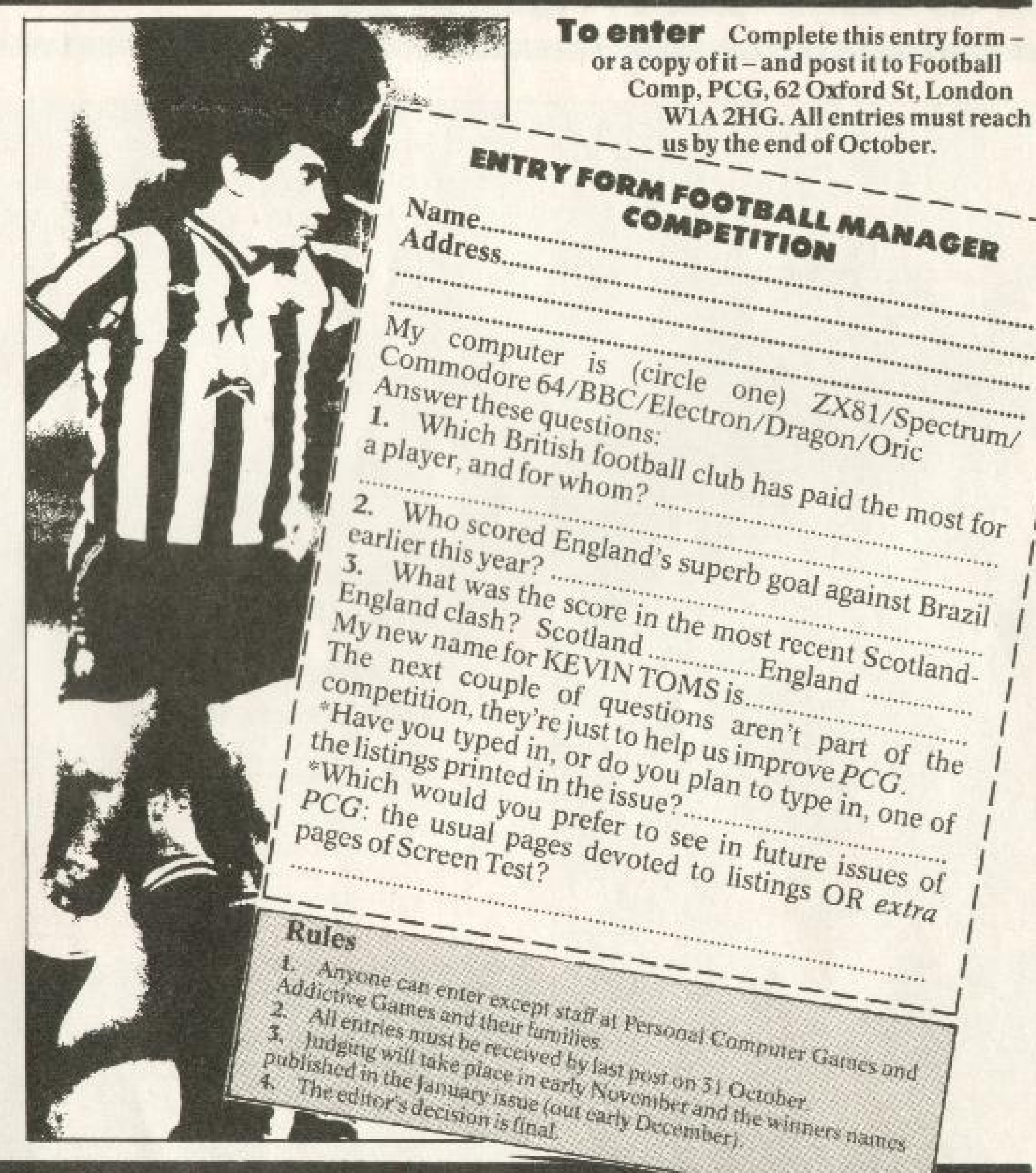
'Don't get it, Brian. What's this about changing letters?'

'You just use all nine letters in Kevin's name to make a new name – like STINK MOVE or TIM SNOKEV.'

'Now I get it. Nice one, Brian, really nice. I think I'll enter.'

'You're not allowed to, Jimmy. You're organising it . . . what's wrong, you look disappointed.'

'Sick as a parrot, Brian, sick as a parrot.'



To enter Complete this entry form – or a copy of it – and post it to Football Comp, PCG, 62 Oxford St, London W1A 2HG. All entries must reach us by the end of October.

ENTRY FORM FOOTBALL MANAGER COMPETITION

Name..

Address..

....

....

My computer is (circle one) ZX81/Spectrum/Commodore 64/BBC/Electron/Dragon/Oric

Answer these questions:

1. Which British football club has paid the most for a player, and for whom? ....

2. Who scored England's superb goal against Brazil earlier this year? ....

3. What was the score in the most recent Scotland-England clash? Scotland .... England ....

My new name for KEVIN TOMS is..

The next couple of questions aren't part of the competition, they're just to help us improve *PCG*.

*Have you typed in, or do you plan to type in, one of the listings printed in the issue?..

*Which would you prefer to see in future issues of *PCG*: the usual pages devoted to listings OR *extra* pages of Screen Test?

....

Rules

1. Anyone can enter except staff at Personal Computer Games and Addictive Games and their families.
2. All entries must be received by last post on 31 October.
3. Judging will take place in early November and the winners names published in the January issue (out early December).
4. The editor's decision is final.

REVIEW COMPETITION WINNERS!

After wading through the huge piles of paper received for our reviewing competition (July issue) we've finally come up with the winners.

● Congratulations (and a small stack of software) to Martyn Smith, Peter Walker, Richard Patey, Fraser Marshall, Richard Boniface, Adrian Ogden, Jeremy Fisher, Simon Rogers, Stephen Perkins and Steven Filby.

● These lucky people have become part of our brilliant reviewing panel which also includes the best of the runners-up – see Screen Test opening page for details.

● We had great fun checking the entries. People gave loads of weird and wonderful reasons for becoming one of our reviewers. For example, one entrant wrote 'I can put one over on my friends if I win'. Nice guy, huh?

● Julian Amery of South Glamorgan had obviously had enough. 'PLEASE, PLEASE – LET ME WIN, grovel, grovel.' Never mind, Julian, you'll get over it.

● Sadly, some people had great trouble counting – we did ask for 150 words ... didn't we? Among these was Graham Stanmore, age stated as 'over 21 (well, possibly over 31, but with the body of a 16-year-old and the brain of a toddler)' who sent us an incredibly lengthy and unfortunately unprintable review. But he'll be glad to know we all fell about the office reading it. Mr Stanmore runs a school computer club and wanted to become a PCG reviewer to increase his credibility with its members!

● Other intriguing entries came from Finland and Holland – and we had one fine review from 'TAD' – a team comprising 15-year-old Tom and his Dad.

● Our youngest entrants were Sharon Coates (nearly 10) of Belfast, and Dominic Heaney from Dagenham in Essex, aged 9. His reason for becoming a reviewer was 'because I'm mad (just like CA and team), come from Mars (just like CA and team), and because I'm young (NOT like CA and team).'

● On a more encouraging note for us ageing people, Bernard Dineen, 25, writes 'I'm not ashamed of enjoying computer games at my age. Neither are my friends and aquaintances.'

● There were also a few interesting entries from housewives such as Mrs Susan Brewer, 'over 35', and Mrs Glenis Stott who said she was:

'– too thick to be technical
– too critical to be too flattering
– too old to be too flippant
– too young (age 32) to be too serious.'

Thanks, ladies. Keep up the zapping!

● Finally, here's a little ditty from Roy Stewart, Edinburgh, who didn't win anything, but made us smile.

WHY ME?

I have an Electron sitting there
Crying out for free software
And I can type, read, write and spell
'By Jove,' say you, 'this augurs well
This lad's abilities are so great
We'll take him on ... and pay full rate!'

Almost, Roy, almost . . .

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- *ROM cartridge port*
- *Uncommitted parallel input/output port*
- *Internal ROM board port*
- *Hi-Fi output port*
- *4-channel sound through TV speaker*
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(required for disc expansions)

- *Two independent RS232 ports*
- *60-way Disc Drive Bus supporting up to four 5.25 and/or 8 inch floppy disc drives, plus instant access Memotech Silicon Discs, and Hard Discs with capacities up to 32 Megabytes*

USER RAM

- *Optionally expandable to 512K in increments of 64, 128, or 256K*

24K OF ROM *which includes:*

- *MTX BASIC*
- *Noddy, a simple, text-handling language*
- *A powerful Assembler/Dissassembler – sections of machine code can be created and run by calling the Assembler from within BASIC*
- *The sophisticated Front Panel, which displays the contents of all registers (including the F flag register) and pointers during program execution*
- *All four languages can be used interactively with each other, and with the user*

ROM EXPANSIONS

- *MTX NewWord, a 32K word processing package*
- *Hisoft PASCAL, written specially for the MTX Series*

THE KEYBOARD

- *Full size, 79-key, full-stroke professional quality keyboard incorporating:*
- *Main Block with typewriter-style layout*
- *A separate 12-key numeric/editor keypad*
- *Eight programmable function keys (16 with shift)*

HI-RES GRAPHICS MODE

- *256 × 192 pixel resolution plus*
- *32 × 24 Text in 16 foreground and background colours*
- *All 16 colours (i.e. 15 colours plus transparent) are available on the screen together*
- *32 user-definable easily controllable sprites*
- *128 separate GENPAT statements providing a huge range of user-defined characters*

TEXT MODE

- *Text resolution is 40 × 24 characters plus*
- *128 user-defined characters*
- *Eight user-definable virtual screens or "windows" (available in all modes)*

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BATTLE OF THE GIANTS

Unknown to most game-players, a secret war is currently underway among Britain's top software houses. Each has in mind a single aim: to try to create a mega-game which will earn mega-pounds in the big run-up to Christmas. We've been trying to assess which the main contenders are likely to be in the big autumn carve-up.

IT DOESN'T TAKE too many phone-calls to the country's prominent programmers to discover a common belief about what the next generation of games will be like. A single term sums it up: the arcade-adventure.

No longer is it enough to have just a screen-full of zappy action. Today's games must have depth, a carefully-worked out scenario, a long-term challenge.

On the other hand many players don't have the patience for the classic text adventures in which cerebral satisfaction is achieved only by hours of trial and error at the keyboard. Such games are thought to need more action, more pace, spectacular graphics.

So many software houses have spent months trying to develop games which have both amazing graphics and real depth. Some of the results they have come up with look mouth-wateringly good.

Take the new game from Hewson Consultants, ***Avalon***. Like Ultimate's massive hit *Atic Atac*, it features a wizard exploring a large number of spooky locations. Unlike *Atic Atac*, the entire adventure world is depicted in scrolling 3D graphics, an astonishing feat.

Say you want to go east. You move the wizard in that direction and the screen scrolls revealing a wall with a door. Touch the door, and it swings open. You can then guide the wizard through to the next room.

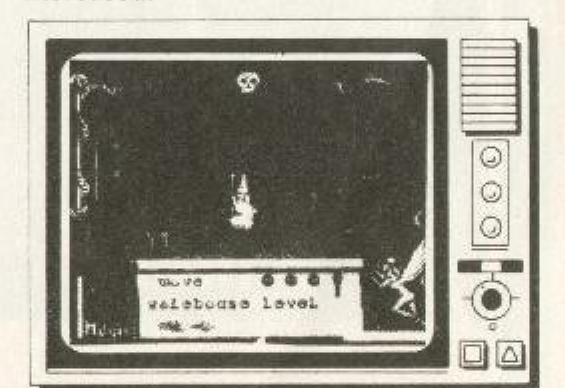
The game promises rich detail. There are 223 rooms and 32 tunnels populated by around 100 characters: goblins, wraiths, wizards and others. The aim is to overthrow the Guardian of Chaos and to do this you must collect various spells. One of the most useful is the 'servant' spell which calls up a genie-type figure who can collect or open objects inaccessible to the wizard.

Part-completed copies of the game have already been shown to a couple of magazines, including *PCG*, and there's no doubt that the graphics are brilliantly original, if a little flickery and lacking in variety. One drawback was that control of the wizard proved extremely difficult.

Unfortunately there are a number of important features missing from the copies so far available making it hard to review the game fairly at this stage. But it certainly looks like hot stuff.

Backpacking

So does the new game from Fantasy, ***Backpacker's Guide to the Universe***. It features Ziggy, the hero of Fantasy's earlier games, but this time the size and variety of his tasks are even greater, and the adventure element has been much increased.



Avalon: scrolling 3D action

Ziggy has to use an 'explora capsule' to descend to the surface of planets and then move around using his backpack which converts, according to requirements, into a jet-pack, a motorised buggy, or a mini-sub!

The game is being released in three different parts. In part one, due out by November, Ziggy must explore a system of caverns to recruit a bizarre collection of creatures as a hit squad to attack the evil Scarthax.

Legend's new game, ***The Great Space Race*** is also on a galactic scale. This has been a year in the making, and as we revealed last month, some striking claims are being made for it.



Legend's John Peel says it'll be the first game with true, solid 3D characters and the first with full facial animation. The latter comes into effect when other characters are speaking to you. Their faces appear on screen in close-up and are supposed to smile or frown depending on what you say.

Computer movie

Apart from claiming to be a computer movie, *Space Race* bears little resemblance to Legend's only previous release *Valhalla*. It puts the player in the role of having to organise a space mission across the galaxy in search of priceless treasure. Strategy, adventure and arcade combat elements are all included, but there is no text entry – you can play the game with a joystick.

In the strategy parts of the game choices have to be made from a selection printed on screen, but the player has only a few seconds to make up his mind. Release is now scheduled

SNEAK PREVIEW!

for October simultaneously on the Spectrum 48K and Commodore 64. But at time of going to press no price had been fixed. 'Some of our distributors recommend £19.95, others suggest £9.95 and some think it should be £14.95,' said Peel.

Hobbit follow-ups

No such uncertainty has been shown by Melbourne House over their much-delayed mega-release ***Sherlock***. It's to cost Spectrum owners £14.95 complete with large box and booklet of background information.

Although the release, based on the Sherlock Holmes detective stories, was originally scheduled for Easter, it's now expected to hit the shops in late September.

Despite the delay, it certainly sounds like a potential winner and a huge advance on the standard set by *The Hobbit*. As you battle it out with the villains you can engage in dialogue with other characters and instruct the computer in full English sentences.

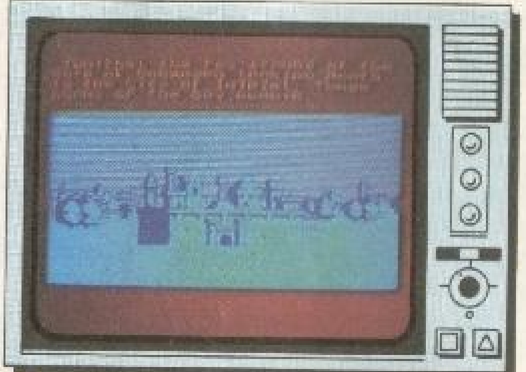
Most unusual of all the features, however, is the ability to write and receive notes during play. This means you can communicate with characters in other locations by writing them a letter and sending it to them by messenger!

What's more, all the other characters in the game are fully independent and, say Melbourne House, have 'complex and well-defined personalities of their own'. During the game the time of day passes as in real life and the adventure also features high-res graphics.

Another release from Melbourne House at the cheaper price of £9.95 also sounds as if it's worth a close look. ***Zim Sala Bim*** is a graphic arcade adventure featuring 3D illustrations and smooth animation. The graphics were done by the same artist who did the drawings for *Mugsy* so they should be pretty good.



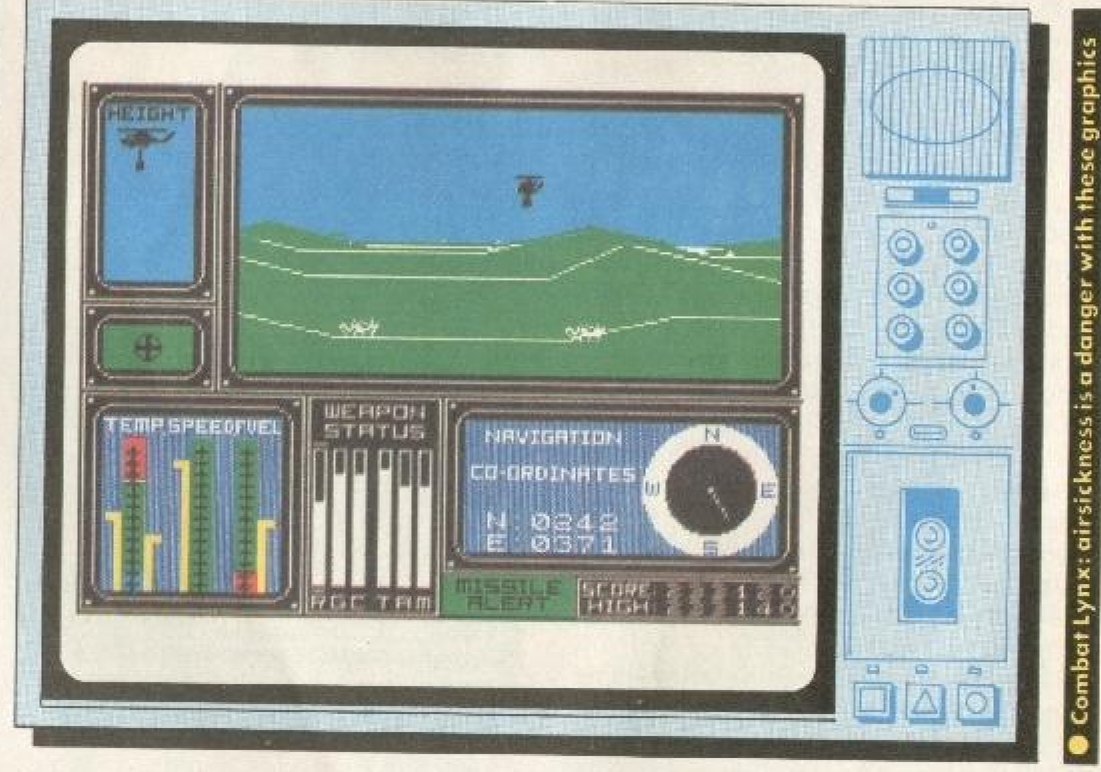
● Backpacker's Guide: one of many colourful screens



● Doomdark: one of 6,000 locations



● Sherlock: a well-furnished location



● Combat Lynx: airsickness is a danger with these graphics



● Kokotoni Wilf: prehistoric fun

Acorn elite

Two more arcade-adventures bound to be big sellers are our Games of the Month this month and last: ***Quo Vadis*** and ***Ancipital***, both for the Commodore 64 (and as different as chalk from cheese!)

But it's not just '64 and Spectrum owners who have mega-games to look forward to this autumn. BBC and Electron gamesters can expect a new blockbuster from Acornsoft called ***Elite***.

The company are describing it as a 'fifth-generation game' which combines adventure, arcade and strategy elements. The player is the captain of a spacecraft which flies around the galaxy trading goods at different planets and battling pirate craft.

The flight and combat sequences use an extension of the impressive black and white graphics employed in Acornsoft's flight simulator *Aviator*. But this is another expensive game, priced at £15 and being packaged with a short novel, space identification chart and pilot's log.

Interestingly, Aardvark's Nick Orlando, the former Acornsoft programmer who's written hit games for the Beeb such as *Zalaga* and *Frak!*, is also planning to do a big space arcade-adventure. So there could be quite a battle between the two for chart position.

Jet Set Willy rival

Elite isn't just a new game, it's also a new company – and one which is claiming grand things for itself. It plans to release three titles this autumn on both Spectrum and '64 all of which are described as 'blockbusters'.

The first is ***Kokotoni Wilf*** which has been advertised with the claim that it's better than *Jet Set Willy*.

Elite's Steve Wilcox says that the game's 63 screens all feature high-resolution graphics approaching the quality of a title screen.

The game is divided into six time zones (starting in prehistory), each consisting of about 10 screens. The player can move about these 10 screens at will, but in order to get to the next time zone he must collect one object from each screen.

The game doesn't involve leaping from platform to platform, but flying.

Elite's next two games will be based on the TV programs The Fall Guy and The Dukes of Hazard.

The games to look out for

Avalon	Spectrum
Backpacker's Guide to the Universe	Spectrum
The Great Space Race	Spectrum, CBM 64
Sherlock	Spectrum
Ancipital	Commodore 64
Quo Vadis	Commodore 64
Elite	BBC, Electron
Combat Lynx	Spectrum
Doomdark's Revenge	Spectrum
Cliff Hanger	Spectrum
Travel with Trashman	Spectrum
Poster Paster	Commodore 64
Seaside Special	Commodore 64
Trollie Wallie	Commodore 64
Underwurlde	Spectrum
Kokotoni Wilf	Spectrum, CBM 64
Zim Sala Bim	Spectrum

Stunning graphics

If you'd rather pilot a helicopter than a spaceship, the new Spectrum game from Durell will give you a lift. It's called ***Combat Lynx*** after the Lynx helicopter and is written by Mike Richardson whose last game *Scuba Dive* won him a reputation as a brilliant programmer.

This game confirms that reputation. We've been shown a semi-complete version and the 3D graphics are quite different to anything seen before on any micro.

As in many flight simulators, part of the screen is taken up with cockpit instruments, but a large window gives you your view of the ground – and what a view! Hills, valleys and fields move toward you in an astoundingly convincing way. These aren't feeble line drawings, but solid pictures, although there's not much variety in their colour (green is dominant).

Enemy aircraft also appear on the screen, and in the final version you will take them on in combat, as well as seeking out enemy targets to bomb. Durell don't claim the program to be a true simulation of a Lynx helicopter – instead they've aimed at making a game which is exciting to play. This could be a very big hit indeed.

But it could face competition from a new program by Digital Integration, which is also a helicopter flight simulator.

Second epic

Speaking of unusual graphics, Spectrum owners have another treat in store in the shape of ***Doomdark's Revenge***. This is the follow up to the Beyond 'epic' game *Lords of Midnight*, a candidate for the most original game of 1984. For *Revenge*, author Mike Singleton has kept the game's basic structure, but expanded it, and produced a new game-plot and set of graphics.

The number of game locations has gone up by 50% to around 6,000 (in each of which the player can see the view in eight directions). In addition there are tunnels, allowing you to journey underground.

The action takes place to the north-east of that in *Lords of Midnight*, a land ruled by the daughter of Doomdark, out to avenge her father's defeat in the earlier game. She uses her powers as an enchantress to draw the *Midnight* hero Morkin to her and imprison him, forcing his father Luxor to attempt a rescue.

The quest is much harder this time, because Luxor can bring only a small army and has to seek recruits from giants and dwarves who are ambivalent about his cause.

Among the programming achievements of the game is a little routine which generates a different place name for each of the 6,000 locations!

Cartoon time

Moving from the sublime to the ridiculous, there's a new game coming from New Generation Software which, for copyright reasons, has 'nothing whatsoever to do with the Road Runner cartoons'. It just features a bionic ostrich being chased by a coyote and includes all the wacky fun of cartoon action, such as running off cliffs and treading thin air for a few seconds before plunging groundward.

It's been cleverly titled ***Cliff Hanger***, and we hope to review it soon.

New Generation's other big autumn release on the Spectrum is their follow up to *Trashman*, called ***Travel with Trashman***. This time your friendly dustman, replete from his earnings on the last game, is off on a world tour. In each of 13 locations he has a different task to perform – at a beerfest in Germany he has to collect beer glasses, avoiding the ones that are full (or else guess what happens). At a beach in Samoa he collects coconuts and dodges them as they fall off the palms, while in a Spanish bullring he has to collect roses and avoid the bull.

The graphics are claimed to be up to the superb standard set by *Trashman*, and the game promises more variety.

Maggie's seaweed

Meanwhile Taskset could have a few treats in store for the '64. How about this for an original idea? You take the part of Bill Posters who will be prosecuted because he spends his time going around the town, pasting up advertisement slogans.

Or how about this? You're by the seaside which has become polluted. So you have to collect radioactive seaweed, take it to London and dump it on Maggie's doorstep.

Taskset are producing both these games, ***Poster Paster*** and ***Seaside Special***. They've shown us a videotape of early versions, and the graphics look very pretty indeed.

Another colourful new game for the '64 is ***Trollie Wallie***, the latest from Interceptor Micros. Maintaining their reputation for copying other people's ideas and (sometimes) improving on them, *Trollie Wallie* is a scrolling platform game, similar to Tony Crowther's *Son of Blagger* with music copied from another Tony Crowther game *Loco* (copied in turn from the musician Jean-Michael Jarre).

Ultimate release

You can see, game-lover, that it's going to be an exciting autumn. And we've by no means exhausted the list of what's to come.

For example, BBC owners can look forward to two classics being released on their machines: *Manic Miner* from Software Projects and *Jet Pac* from Ultimate. And speaking of Ultimate, we expect ***Underwurlde***, the follow up to Sabre Wulf to arrive before Christmas.

But if the thought of all these fantastic games you can't yet buy is causing you distress, why not flick on to this month's Screen Test and take a look at some of the goodies already on the market? As a famous prime minister once grandly exclaimed: you've never had it so good. And this time it's actually true!

SNEAK PREVIEW!

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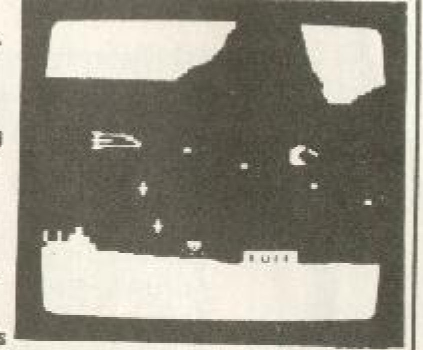
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SLOGGER SOFTWARE

MACHINE CODE GAMES FOR **BBC 'B', ELECTRON, SPECTRUM 16/48K**

A MAZE IN SPACE



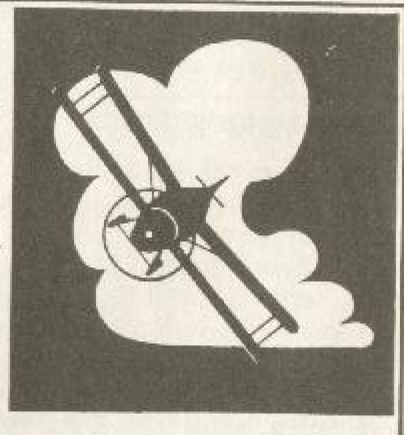
Use Joysticks or Keyboards to navigate your Starship to the planet surface and then into the maze below. Having been told in which section of the maze your target is hidden, your objective is to seek out and destroy it to complete a mission. Beware of the numerous alien defence systems. Two levels of difficulty! Horizontal and diagonal scrolling! How many missions can you complete?

Available now	Cassette	Disc
BBC 'B'	£7.95	£11.95

Special Offer

Dogfight and A Maze In Space together
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DOGFIGHT



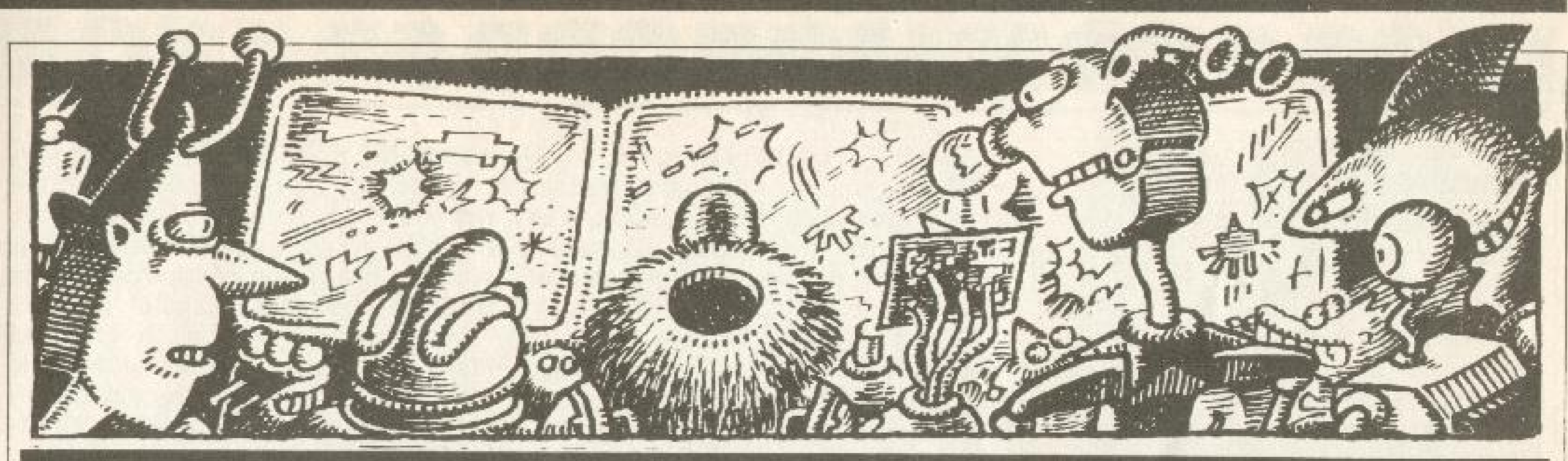
Still undoubledly the most exciting 2-player game available. The objective is to fire sufficient shots into your enemy aircraft to force it to explode. Eight levels of difficulty. Sun, moving cloud, lightning, ground all provide real combat environment. Can you beat your friends?

Available now	Cassette	Disc
BBC 'B'	£7.95	£11.95
Electron	£6.95	n/a
Spectrum	£5.50	n/a

Please state 40 or 80 Track if disc

All prices include VAT and postage

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SCREEN TEST

Shock! Horror! PCG have given their review pages a new look. Why on earth have we made changes in the galaxy's most eagerly awaited read? Simple. To make it even better.

Remember our reviewing competition three months ago? What we've done is to take the winners, plus a few runners up, plus some of the full-time PCG staff, and form a special PCG reviewing panel. Instead of games being reviewed by a single person, we're now sending out all the most significant new releases to three or four panel members for independent ratings and comment. This way we're confident we'll get a more reliable guide to the game's quality.

Here are a few things to bear in mind:

1. We're printing the name of each reviewer after his comments. This is important. Over the months you'll get to know which reviewers have tastes similar to your own, and which don't.
2. Comments from different reviewers may contradict each other. This is inevitable – we think it better to print both points of view than to risk misleading you.
3. The ratings are a balance between those supplied by all reviewers. They're NOT necessarily an exact average. We in the office maintain the final responsibility for making sure that the printed ratings are fair.

As for the games themselves – there are some real beauties. We're delighted to have obtained an exclusive on Jeff Minter's new mega-game. It's the second Game of the Month we've given him, but he's worth it, isn't he?

Ankh and *Hero* are also great new '64 games. While Spectrum owners can celebrate the creation of *Frank N Stein* and a truly brilliant version of *Robotron*. Another big hit – for both Spectrum and '64 – is Gremlin's second title: *Wanted: Monty Mole*. And *Mineshaft* is sure to have BBC owners leaping for joy.

Releases for the other machines have been really hard to uncover this month. If there are software houses out there with new games for the Oric, Vic 20, Dragon, Atari or Electron – PLEASE send them to us!

Introducing . . . the PCG panel



MARTYN SMITH

Aged 15 and lives in Aylesbury, Bucks. Owns a 48K Spectrum, and was a winner in our competition, thanks to an impressive write up of Quicksilva's *Fred*.



FRASER MARSHALL

A 17-year-old Scot from Glasgow and possessor of a Commodore 64. His winning review was of the game *Neoclyps* from PSS.



PETER CONNOR

Full-time PCG staff writer of enormous age (but still under 30!). Has a passion for fast moving arcade games.



PETER WALKER

Comes from Prestbury, Cheshire and owns a 48K Spectrum for which he claims to have a 'hefty' software collection. 16 years old.



SAMANTHA HEMENS

Just turned 19 and prefers to be called Sam. Works full-time for PCG and shows a mean touch on micro games, when she's not too busy coping with PCG's huge mailbag.



RICHARD BONIFACE

Our youngest panel member, just 13 years old. Lives north of the border in Dunfermline and owns a 48K Spectrum which takes up most of his spare time.



BOB WADE

Another full-time staff writer, he's already worked his way through a massive number of games in the few months he's been at PCG. Aged 19 and the owner of a Sinclair QL.



ROB PATRICK

A 16-year-old from London, beginning work on A-levels. Has access to a Spectrum and BBC on both of which he's seen stacks of games. Didn't want his picture published



CHRIS ANDERSON

PCG's long-suffering editor, aged 27 and owner of a Spectrum and Commodore 64. Too busy editing the mag to spend as much time as he'd like at the keyboard.



SHINGO SUGIURA

A 17-year-old Londoner and computer addict. Owns a BBC, Oric, CGL M5, and a broken ZX81. Also writes programs and has had one published in PCG.



JEREMY FISHER

A winner in our competition thanks to a sparkling review of *International Soccer*. Aged 16, lives in Barnsley, Yorkshire and owns a '64 and an expanded Vic 20.



SIMON CHAPMAN

Another 16-year-old, works for a computer shop in Leicester and claims a background knowledge of several thousand different computer games.



TONY TAKOUSHI

A 21-year-old freelance software consultant who lives and breathes arcade games – even has a couple of genuine arcade machines in his London flat!



RICHARD PATEY

Aged 14 and comes from Cambridge. Everyone in his class at school has a micro – Richard himself has a '64 and an impressive writing style – his father works for the Daily Mirror.

GAME: WIMBLEDON '64
MACHINE: COMMODORE 64
CONTROL: JOYSTICKS (2)
FROM: MERLIN SOFTWARE, £7.95 CASS, £8.95 DISK

The smell of new-mown grass drifted into my nostrils, echoes of applause reached my ears; this was Wimbledon. This new game from Merlin attempts to recreate the game of tennis, on the Commodore 64. It even has the TV theme music.

After you have chosen the number of sets, the speed of the ball and the difficulty level you are presented with a 3D perspective view of the tennis court and two large chunky players.

For this game you must have a partner to play against and two joysticks. The ball is served by moving the raquet upwards and pressing the fire button at the same time.

When you feel the swing is right, you release the fire button and – hopefully – hit the ball. The fire button is also used in much the same way for fore-hand, back-hand, lob and smash shots, and to control their power.

Sadly this method of control was annoyingly difficult to master and may deter some people from the delights of tennis.

The animation is very good, as your players trot up and down the court very convincingly. If they walk behind the net you even see parts of their bodies through the netting. Game sound is pleasant as a chorus of satisfying cracks rings out when bat meets ball.

With the choice of difficulty levels and match lengths, the game is made a little more flexible, resulting in a desire to play again, even if this may be short-lived.

Although the difficulty of control was annoying, this two-player tennis game should tide the fireside player over, until next-year's Wimbledon; now back to the strawberries and cream.

Steve Spittle

GAME: WHIRLYBIRD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, TRACKBALL, KEYS
FROM: COMPUTER RENTALS, £7.95

Yet another game that doesn't live up to the melodramatic storyline. As pilot of the helicopter Whirlybird, 'the fastest craft in the skies', your mission is to thwart a dangerous enemy attack on your base.

The whole game lacks credibility, however, because the enemy ships travel at the same speed as your craft.

The object of the game is to capture three Master Captains so that they will reveal their attack plans.

This is achieved by flying to an island and loading up with a bomb while avoiding rapid gunfire from the enemy ships. These move so fast that they are constantly below, guns blazing.

Once you've collected the bomb and dropped it onto the battleship, which is fairly easy, black and grey jet fighters will do their best to bring you down.

Next you have to shoot down three of the black jets and collect their Master Captains who parachute into the sea.

When this has been done you have a limited time to get back to the island, again keeping a wary eye for the speedy enemy jets.

Having completed this task you move onto the next, more difficult level but I'm afraid to say you'll probably lose interest so quickly that it won't be worth the bother.

The graphics used are OK, nothing more. The Whirlybird is an insignificant looking machine and the escort ships look like tugboats.

All the same, the scrolling and animation are nice and smooth with no flickering.

The sounds of explosions and missiles are adequate but after a while the music grates. This game is no high flyer.

Fraser Marshall

PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Hoverpack hero

Deeds of derring-do are in order as you are Roderick Hero the patron saint, rescuer and general folk hero of miners trapped by lava flows. With your trusty hoverpack you fly and walk around the intricately displayed levels of the mine looking for the lost men.

The shafts descend cavern by cavern with some horizontal offshoots. Bedraggled miners are found huddled at the corners. They unfortunately tend to blend in with the rock and can be difficult to see.

The path to your helpless friends is blocked by rock walls, vermin and scorching lava flows. To dispose of these you have six sticks of dynamite and a microlaser beam.

The explosives can be dropped to break through thin sections of rock or lava, but it's all too easy to blow yourself up as well. Spiders, bats, flies and tentacles also bar your way and can be zapped with the laser.

You have to rescue one miner at each level. The first levels are very easy but as you progress the going gets a lot tougher and finding the right route to take is a matter of trial and error.

As a rule of thumb, when faced with a choice of shafts to descend, go down the one which is hardest to get to. The easy route will nearly always have dangers lurking in wait for the lazy adventurer.

The various caverns are lit by lanterns which go out when touched and leave you in near darkness. You can only see yourself and the vermin in this half-light but a bomb will momentarily light up the screen in a brilliant graphic effect as its fuse burns and then it explodes.

The red-hot walls, floors and ceilings turn you to smouldering charcoal but, in some places, rafts are provided to get you across rivers of molten lava.

PANEL POINTS

I wasn't impressed by the graphics. They seemed unclear and ugly. But the idea behind the game is superb. Really original. Blowing up walls is great fun, and the sound when you light the fuse very authentic.

Arcade-adventures seem to be all the rage at the moment and this one offers plenty to do. You can race through the early levels, but it soon starts to get very challenging indeed.

One thing I don't understand. Why are half the games released this month located in mines?

Chris Anderson

A very enjoyable variation on the miner theme. Although the graphics were not the best quality I've seen on the '64, it didn't seem to matter – there were lives down there to be saved!

Peter Connor

Guiding your hero through underground mines, rescuing miners trapped by volcanic activity may not sound incredibly intriguing. But *Hero* certainly gets you going.

With the red lava walls, spooky creepy crawlies and water filled shafts, boy, you've got a problem! And if you're unlucky enough to flip a light switch on your way down you'll end up negotiating a screen in total darkness.

Your man with his little helicopter back pack, dropping bombs and shooting creepies is a 'real hero' and when you finally reach a trapped miner you get a wave of welcome (or something) – and onto the next level you go.

So, if you want to be a hero (or even a heroine), go for this offering from Activision.

Samantha Hemens



ODORE 64 • COMMODORE 64

PANEL POINTS

I was slightly put off when reading the instructions – the author expects the user to have two joysticks: no keyboard or single player options! The tennis players' movement on screen is nothing special. The game was often hard to play because the ball and its shadow confused me as to their exact position due to the 3D approach to drawing the court.

Richard Patey

After raving over Psion's *Match Point* I had very high hopes of a similar game on the '64. But despite the fact that the graphics are more colourful, the game doesn't have *Match Point*'s instant appeal.

In theory the game offers the player more control over the ball than *Match Point*, and it's possible that two dedicated players could really come to enjoy the program. But not me.

Chris Anderson

This doesn't live up to its boast as 'the best sports simulation program'. Controlling the players is very difficult, and the program should have offered a game against the computer – how many people have two joysticks?

The graphics are very true to life, with a good selection of colours used.

Fraser Marshall



GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6

PANEL POINTS

It's simple at first sight since you can easily spot the patterns that the ships and aircraft follow.

However, the game maintains its appeal because it becomes more difficult on each level and, therefore, does gradually present more of a challenge.

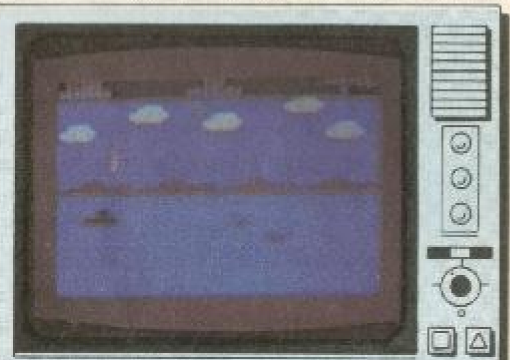
The copter, boats and planes move smoothly but when the ships shoot at you the bullets are terribly hard to see. Fighting the planes is not easy since they dodge around a lot and you should concentrate on avoiding the silver planes and hitting the black ones.

The program does not tell you but when you collect all three pilots you have to disembark them on the ammo island.

Bob Wade

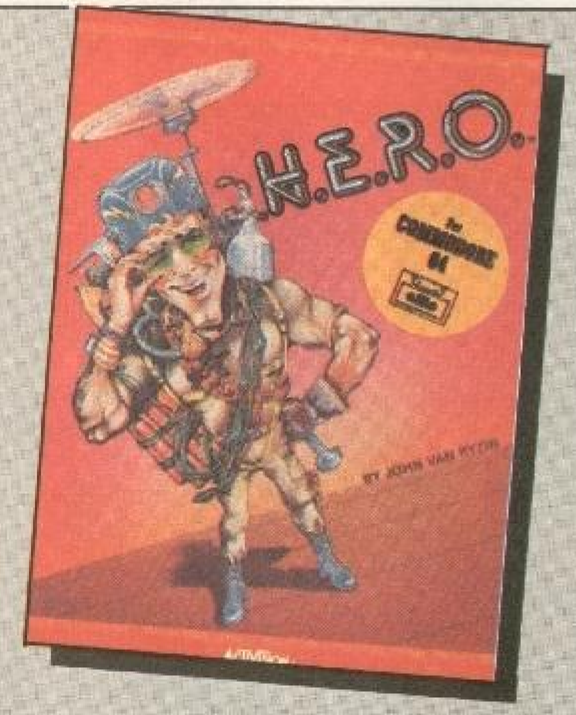
There's a lot I could say about this one, unfortunately none of it would be very nice. Basically I think they chose the wrong computer for it! Sound is nothing special, it's repetitive and annoying, and the graphics . . . !!! No thanks, I didn't just dislike it, I hated it. There isn't even a high-score table! I'm thinking of erasing the game and using it as a blank cassette. They won't sell many of these.

Simon Chapman



GRAPHICS	4
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•





Your power runs out during each level and you score points for how much you have left when you reach a miner, and for blowing up walls and zapping meanies.

If you run out of dynamite you can burn through walls using your laser but this takes much longer.

With 17 different levels this game is as good as any miner game – and has far more action.

Bob Wade

GAME: HERO
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.99

GRAPHICS	7
SOUND	6
ORIGINALITY	8
LASTING INTEREST	9
OVERALL	8

COMMODORE 64 • COMMODO

GAME: DEATHSTAR INTERCEPTOR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: SYSTEM 3 SOFTWARE, £9.99

What a mixture! *Deathstar Interceptor* combines the best from Star Wars, *Buck Rogers* and *Galaxians*.

As Earth's only hope you must fly Starfighter 1 against the Empire Deathstar and blast it into a zillion microparticles of space-junk.

Planet Earth and the Deathstar frame the first, *Galaxian*-style screen in which hordes of different enemy attack craft battle against you. Your fleet of 4 Starfighters can each sustain 6 hits from enemy mines, in effect giving 24 lives.

After hitting about 35 aliens their command ship will attack – fire a laser bolt into its belly and you'll be pulled into the Deathstar's trench which leads to the ultimate target, the exhaust port.

Down there in the trench you will be attacked by wave after wave of fearsome alien attackers: close-combat fighters, intercept missiles, hover tanks and Duranium barriers which will block your path.

If you survive this ordeal you must destroy the Deathstar by hitting the exhaust port. However, this is only possible when it is red and must be done within 10 seconds, otherwise 100% accurate laser turrets will annihilate you.





GRAPHICS	7
SOUND	7
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	7

This game squeezes every last drop of power from the '64. The theme tune from Star Wars which opens the game, the metallic sound of the ships, the explosions and missiles are all exceptionally realistic.

Coupled with the 3D graphics, 4 levels, 12 screens and numerous aliens to zap, it all means that game will keep your attention for ages.

Although the blurb says this game takes place in A.D. 4020, it's very much of the here and now.

May The Force be with you!

Fraser Marshall

PANEL POINTS

It seemed to me that *Death Star Interceptor* was a less ambitious version of the arcade game *Star Wars*, the music being a rather wobbly version (probably to avoid infringement of copyright) of the Star Wars theme.

The aliens looked effective as they spiralled down the screen, although I thought the one referred to as an 'attack pod' looked remarkably like a flying hamburger!

The tunnel screen with it's flashing blue and white surface was a real eye strain and made some of the aliens difficult to see.

Although I found control fairly easy, the concept of joystick foward for 'down' and back for 'up' was hard to get used to with just side to side movement.

This is one of those 'just one more go games', and one of the better shoot-'em-ups for the '64.

Jeremy Fisher

The presentation is reasonable but the game is poor by 64 standards. It rarely rises above the basic shoot-'em-up with a pretty background. It does have many screens but there is no real compulsion to play it again...

Tony Takoushi

GAME: MR DIG
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICRODEAL, £8.00

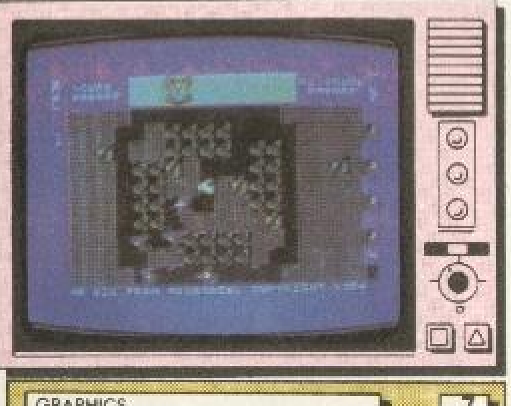
When I mention gobbling cherries, and being chased around a maze by four monsters, *don't* quickly turn the page! *Mr Dig* bears little resemblance to you know what! In fact, it is based on the arcade game *Dig Dug*.

Small but cute Mr Dig must eat the clusters of cherries by walking over them. He can also gain points by digging under or pushing several apples (the fruit, not the computers!) to the ground. Periodically, 'letter monsters' appear and, if killed in the correct order, the word 'EXTRA' lights up at the top of the screen, earning the player an extra Mr Dig.

There are two ways in which our hero can dispose of the meanies. He can cause an apple to fall on them or he can throw his 'power orb'.

This wonderful gadget is a small ball which, if it misses its target, flies wildly around the screen until Mr Dig can catch it again.

Throughout the game a merry little tune plays, which does begin to grate after a while. Many musical games allow you to switch the music off – unfortunately, *Mr Dig* does not. Short of reaching for the TV volume and turning down the sound completely, there is nothing that the poor put-upon player can do.



GRAPHICS	7
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7

Although the graphics are small, they are multi-coloured and very nicely drawn, especially the fruit. In the middle of the screen is a mushroom – but this does not appear to have any hallucinogenic properties. Sometimes an apple splits to reveal a gleaming diamond, Mr Dig's best friend as it gives a 10,000 point bonus.

Very playable and with ten levels ranging from 'baby' to 'masochist', *Mr Dig* is one for the collection.

Jeremy Fisher

PANEL POINTS

This is a very good arcade-style game: it's fast, has smooth movement and has many and varied jaunty game-tunes to keep you amused.

The controls for the game are thoughtfully laid out, but the instructions hint at an inherent problem with the main character, Mr Dig.

The problem is that he will 'respond to your instruction as soon as he can', and for some people that will not be soon enough. In all though, a fast, musical and addictive game.

Richard Patey

Get down and groove to the beat of the can-can because the music is the best thing about this version of *Mr Dig*.

The graphics were, quite frankly, a little disappointing after seeing *Mr Wiz* on the BBC; and joystick control is sluggish.

The screen titling is amusing and you may be shamed into not starting on the baby level but on the masochists one – this will undoubtedly prove fatal and force you to swallow your pride.

Still, it's a pretty good version which had me doing high-kicks all the way to the keyboard.

Bob Wade



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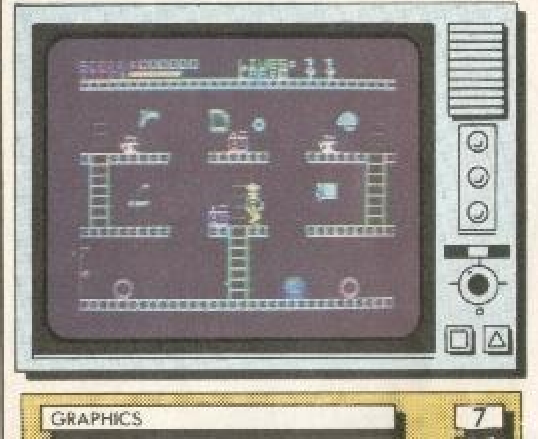
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GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	

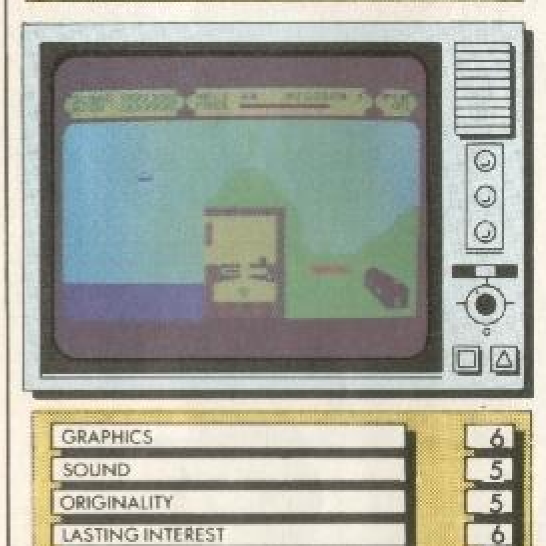
GAME: AUTOMANIA
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: MIKRO-GEN, £6.95

Off goes Wally Week, that well-known wally, trying to build a car in his dangerous 'assembly area' with parts from the 'store'. Everything seems to be against poor Wally: shelving units, gang-planks, tyres – even a tidy robot ... but wait! – with all these ladders and platforms and a give-away sub-title ('Manic Mechanic') I detect a derivative!

The game leads up into demonstration mode complete with a long cast list including, for example, 'Ken Tucky'. And the rest of the names are just as corny. Meanwhile, in the background a Laurel and Hardy slapstick tune plays on relentlessly (fortunately it can be turned off).

Once into the game proper we meet Wally who does not look much of a jinx, but is instead a large, though rather hollow, sprite complete with beer belly and flat cap – the Andy Capp of the computer screen.

Although jumping is essential to this type of game Wally seems a bit sluggish, but his animation is good. Perfect timing is necessary for most moving obstacles, and sound effects are minimal, discounting that annoying background music.



GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: BLUE THUNDER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: RICHARD WILCOX SOFTWARE, £6.95

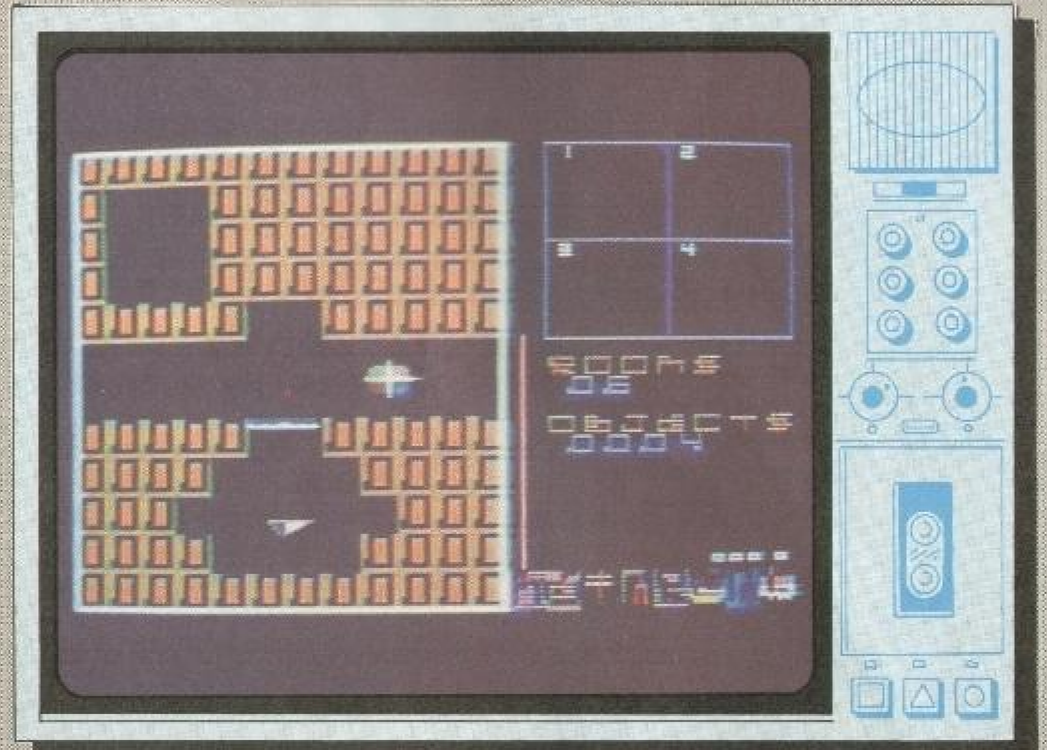
Spectrums, Ataris and now Commodore 64s can play *Blue Thunder*, a game reminiscent of the American hits *Choplifter* and *Fort Apocalypse*. However, its design doesn't draw too heavily on either scenario. Anyway, forget the pedigree: on with the battle. And what a battle!

After taking off from the aircraft carrier, your blue jetcopter is immediately endangered by horrors such as pink radio-active clouds, barrage balloons, subs and jetfighters. All these are fatal to touch, you'll really need film hero Schneider's help this time, as the main idea of the game is to rescue people after you've disarmed a nuclear reactor. That's no mean feat with fuel running out at an alarming rate.

Control by keys is considerably slower and less responsive than that by joystick. Scrolling is comparatively smooth, and the screen layout is very clear.

In fact, throughout the game there are good graphics and the animation of the people is particularly effective, but even

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆



Brain teaser

Beyond have done it again. You couldn't beat *Lords of Midnight* as a graphic adventure, and you won't find a more abstract and enthralling arcade puzzle adventure than *Ankh*.

You control a mindprobe and must discover the secrets of 64 rooms using a mixture of brainwork and quick reflexes. Simple huh? You couldn't be



● Abstract action in Ankh

further from the truth; to solve this you are going to need powers of logical and lateral thinking and flashes of heaven-sent inspiration.

The game starts with some joystick practice and letter puzzles. Although these are optional they will provide

GAME: ANKH
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: BEYOND, £8.95



GRAPHICS	6
SOUND	6
ORIGINALITY	10
LASTING INTEREST	9
OVERALL	8

ODORE 64 • COMMODORE 64

The graphics are universally clear, the store being especially well-designed. However, there is not too much variety to the game and there are few of the small touches that distinguish other games, such as the station master in *Loco*. You can define your own control keys but there are no level-of-difficulty options.

Despite having only two screens – the 'assembly area' and the 'store' – the game is still addictive because it is easy to get some of the car but extremely difficult to get all of it, let alone ten cars' worth.

You don't have to be Nikki Lauda to play this game, but it might help.

Richard Patey

PANEL POINTS

The very well animated Wally Week toddles along, jumping the gently bouncing tyres. Graphically very good, the game uses only single colour sprites, although what you lose in colour, you gain in resolution.

I had a soft spot for the falling L-plates since I'm taking driving lessons!

One major point, however left *Automania* lacking realism – Wally never goes on strike!

Jeremy Fisher

The animation is as smooth and flowing as oil but the Laurel and Hardy music bugs after a while (it can be switched off).

The option to define keys is very useful for joystickless people.

But with oil cans, kettles and whacky wheels constantly putting a spanner in the works, you'll find the task very difficult. May drive you round the bend.

Fraser Marshall

This one's a real fun game. Wally's a fat lovable character with a baseball cap and a big nose.

I loved the graphics and although the tune was pretty nauseous, I couldn't stop playing.

Samantha Hemens

then the computer's potential is not fully exploited.

There are five missions which are really difficulty/screen options and the last one can be accessed only by completing mission four. The game can therefore be quite addictive. The first mission can be mastered quickly but later missions are different propositions altogether with their added hazards.

The sound effects are average but functional; the jetcopter rotors make a good humming sound and a siren warns whenever the fuel level becomes critical. In all, a fairly run-of-the-mill rescue zap but with some interesting twists in the game-play.

Richard Patey

PANEL POINTS

It makes a change here to be rescuing people rather than simply blasting someone or something to smithereens.

The sound of the helicopter and the screaming jets gave the graphics some realism and I found the game addictive, if only to get a look at the increasing hazards on the later levels.

Jeremy Fisher

The lack of music and the fairly average sound effects let the game down badly. The graphics are chunky and drawn in washed out colours.

Although quite like the game *Choplifter*, this one is made different by the variety of hazards facing you. But the control keys will have your fingers in knots by the time you shoot your first missile.

Fraser Marshall

Very odd, the way you crash into clouds; apparently water vapour is now impermeable to helicopters.

Your 'copter moves as smoothly as the screen scrolls sideways. The hardest part about controlling bluey is dropping bombs and you need to get the knack of this before entering any tight spots.

It beats the TV series any day of the week.

Bob Wade

PCG•HIT☆PCG•

some valuable hints.

The abstract graphic rooms contain puzzles which need to be solved as well as red herrings to mislead you. Some of the tasks are purely a matter of exercising the grey matter while others involve arcade action as well.

The combination is brilliantly done so that adventurers and maze fanatics alike will find the game absorbing.

One room has several sliding doors which have to be opened in the right order to pass through. Another has a remote control mindprobe guided by shooting from the first probe at small blocks.

If that all sounds complicated then you're beginning to get some idea of what this game's about.

In the fast and slow modes respectively the mindprobe either shoots bullets or uses a probe. These are your methods of making things happen and operate in two general ways.

The bullets destroy the X guardians that appear around the rooms, while the probes pick up objects. They can both also be used to activate objects – and this is the key to the game. When you succeed in operating an object a distinctive bleep is heard – so at least you'll know when you've done *something* right.

There are many objects around the place, like Commodore symbols which absorb or deflect bullets, but you can only carry four, and particular ones are needed to solve puzzles in other rooms.

Your score is the sum of the number of rooms you have solved and the objects you have found. The danger you face during the quest is running out of energy which happens if you hit the walls too often or run into too many guardians.

The character set is a little odd and takes some getting used to but the true genius of the game is in its abstract nature and fascinating challenges. These will stretch your mental resources to the full and have you glued to your joystick for hours.

Bob Wade

PANEL POINTS

Ankh is likely to bring on anxiety attacks for those who cannot cope with games of intense concentration.

Some people are not going to find it at all interesting because it is so abstract and takes real brain strain to solve.

With the arcade element included though it seems to have universal appeal as long as you've got the patience. However, I think the hardened mega-zappers amongst you should steer clear or you may end up attacking the computer in frustration.

Beyond seem to have really got their act together and are producing some highly original and addictive games. This one is a US import and with any luck we should see some more of this standard in the future.

Chris Anderson

A very intriguing game, this one. A clever blend of strategy and arcade action. Not that many will find the arcade business very exciting. The fun of the game lies in working out the various puzzles that impede your progress through the 64 rooms. This takes considerable thought and as much patience.

The graphics have a strange algebraic look to them which adds to the game's atmosphere. *Ankh* will certainly appeal to anyone who likes an intellectual challenge.

Peter Connor

The only way to describe this game is to say it's really weird. It has plain presentation, a very mysterious and intriguing theme and elements of both arcade and adventure play.

Tony Takoushi



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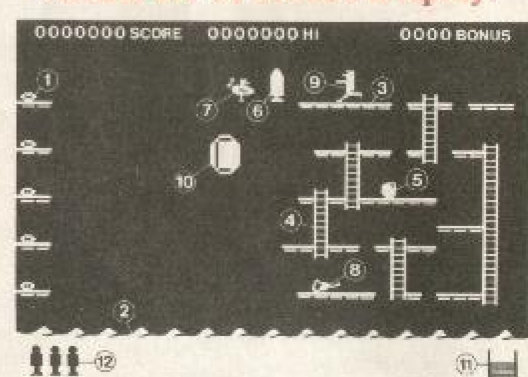
Get rich quick by collecting Diamonds that are simply lying there waiting for you!

Oh . . . I forgot to mention that there are one or two problems! There is an expanse of Shark infested water between you and the Diamonds and a strange breed of Bubble that seems hell bent on getting you in it! Somehow you must cross it. . . .

You have a Rocket Pac to help you (a Vulture on higher levels) but you must rush around the platforms and ladders collecting cans of fuel (legs of lamb with the Vulture) and cursing that weird Bubble. Once you have enough fuel then it's Chocks Away!

Oh . . . but don't run out of fuel on the way – otherwise it's . . . . SPLASH!

Actual ZX-81 Screen Display!



1. Diamonds
2. Sea
3. Platforms
4. Ladders
5. Fuel Cans
6. Rocket
7. Vulture
8. Leg of Lamb
9. Player
10. Bubloid
11. Fuel Gauge
12. Men Remaining

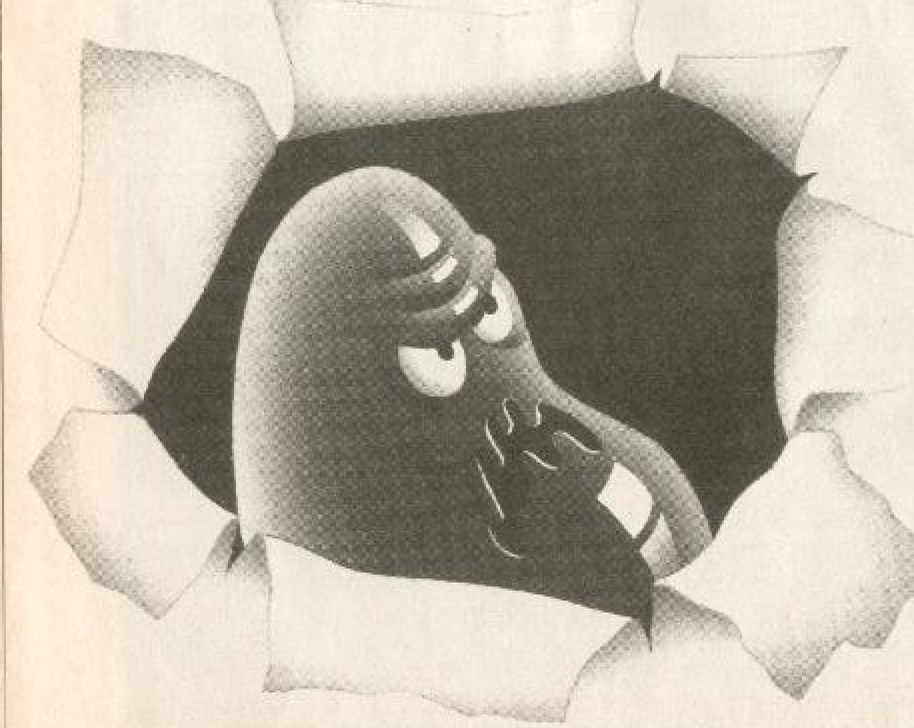
The aim is to collect all the diamonds from the far left hand side of the screen, whilst avoiding the rampant Bubloid. These emerge from the sea and are hell-bent on returning to their watery habitat with you in tow. Sooner or later you are going to end up in the drink – The idea is to make it later!

By belting round the system of platforms and ladders, cleverly avoiding the Bubloid, you collect the fuel cans which appear in random positions, until you consider that your fuel gauge indicates sufficient in the tank. Now you can go and collect your rocket. With the rocket-pack strapped to your back you can fly across the expanse of sea to collect the diamonds . . . but don't run out of fuel or your rocket-pack will simply disappear and you will wind up in the drink!

There are six stages with six different platform layouts. On stages 1-3 the Bubloid, which floats in front of the platforms with uncanny ease, gets an ever increasing ability to home in on your position, making the task of staying alive more demanding with each stage. On stages 4-6 you once again start with the easiest Bubloid (which is a blessed relief!) but the fuel cans are replaced by legs of lamb which you must collect to feed your vulture, and once it has enough energy (or you think it has!) you must flap across the water on its back to collect the diamonds.

Extra men are awarded for every 10,000 points – but ONLY once you have collected all the diamonds and so completed each particular stage.

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ODORE 64 • COMMODORE 64

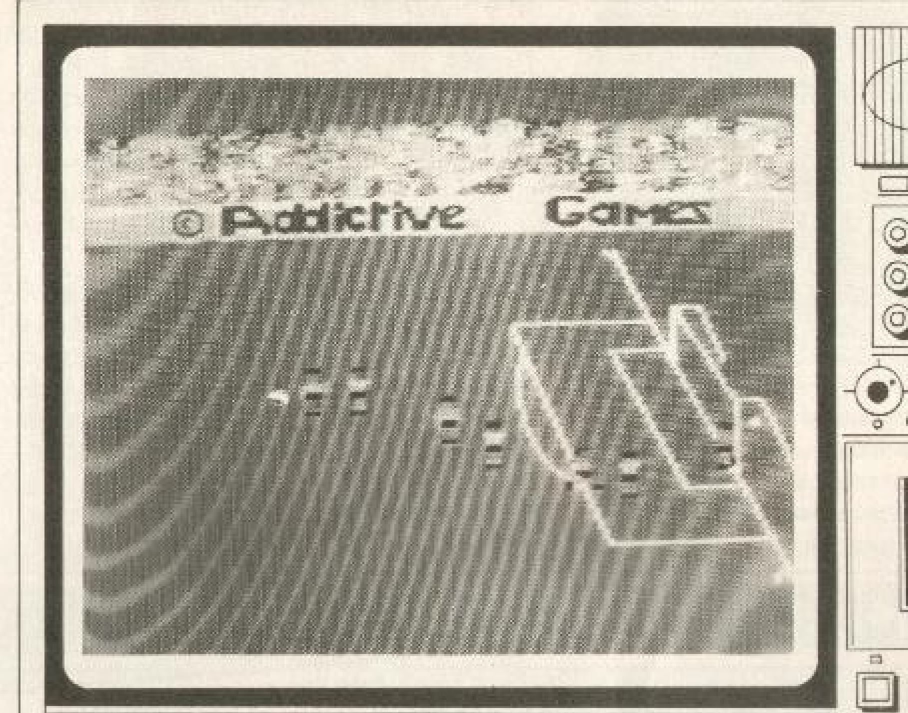
GAME: FOOTBALL MANAGER
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: ADDICTIVE GAMES, £7.95

Addictive Games is the name of the company and the program which has existed for a year on the Spectrum lives up to the title, having tremendous lasting interest – unless of course you hate football.

Thrust into the role of football manager you have to guide your chosen team through league seasons and cup competitions. You start as a humble fourth division side and aspire to the heights of the first division and cup winners.

You have full control of your players and finances – so any disasters are down to you.

Before playing a match, you will be asked to select your team on the basis of their energy, morale, defence, midfield and attack ratings. Having done this you are shown 3D highlights of the game through which you do nothing except sit and chew your nails as the team you have picked goes to work.



All you can do is watch as the match is won or lost



GRAPHICS	5
SOUND	3
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	8

Next thing you know the bills start arriving. You have to try and cover your weekly outlay on wages, loans and players bought with the gate money and players sold. The more successful you are the more gate money you receive, but if in trouble you can always get a loan.

The various options allow you to sell or list players, obtain loans, change team or player names or save the game – which is essential for completing seasons.

At the end of the season you can be promoted (if in the first three) or relegated (if in the bottom three). Then you start all over again at the beginning.

It is one of the most addictive games I have ever played and if you will excuse me I'm just off to take Wimbledon to the Cup Final. **Bob Wade**

PANEL POINTS

Great to see this classic converted to the '64 (and soon to the BBC and other machines). It's one of the few strategy games which has really caught on.

The new version is almost identical to that on the Spectrum, except that the '64's extra sound and graphics facilities have been used to spice up the match highlights a little.

For any football enthusiast, it's a must. **Chris Anderson**

As a strategy game, it is less complex than *The Boss* from Peaksoft which is also a football management game. But in other ways it scores over *The Boss* which doesn't have any display of the actual matches.

I thought the graphics needed polishing up – but there are seven levels of play and a save-game facility. It's addictive, fast, responsive and entertaining. **Simon Chapman**

Even at beginners' level the going is tough, so don't expect to win the F.A. Cup if you're in the Third Division or below. A fun game with nail-biting match highlights. **Richard Patey**

GAME: BONGO
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ANIROG, £7.95

In search of stolen diamonds and the hand of a fair princess Bongo the super mouse enters the robbers' cave.

You have to collect five diamonds in a four-level cave connected by ladders and slides. There are also trampolines for jumping gaps and transporters to move you to the other side of the screen.

This was a PCG hit on the Vic 20 but it has not been improved at all for the 64. **BW**

GRAPHICS	6
SOUND	7
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

GAME: CHARLIE CHOC A BLOC
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: LOTHLORIEN, £6.95

Bowler-hatted Charlie has to push around the blocks and line up the four purple ones to escape from one 'warehouse' into the next.

A *Pengo* derivative, of course, but a pretty good one. Rapid depletion of time and energy means that this is a demanding version of the old favourite. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5

GAME: THE PIT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE, £9.95

A very disappointing version of the arcade game. There's no point being frightened of the obvious joke, so here goes: this game might have been better titled 'The Pits.'

The idea is similar to *Dig-Dug*; tunnel underground to collect jewels while avoiding monsters and falling rocks. The quality of such a game depends on the graphics and animation and in this one neither is worthy of the CBM 64. **PC**

GRAPHICS	3
SOUND	4
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	3

GAME: DARE DEVIL DENNIS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: VISIONS, £7.95

Dare Devil Dennis, 'DDD to his friends', one-time star of the silver screen and Oscar winner for 'Worst Stuntman', has fallen on hard times.

On top of this, his cousin, Douglas, steals his Oscar and challenges the heartbroken Dennis to get it back. That's the background to this excellent game, already available on the BBC.

First, our hero must run across a field, jumping over flowers and bursting balloons until he reaches the studio. The studio consists of several platforms littered with gaps and jacks which bounce Dennis up onto a high platform.

He can be moved left and right on his motorbike. Pressing the fire button makes Dennis jump, and pulling the stick back gives him a couple of seconds' worth of indestructibility in the form of 'porridge power'.

What this is, is not quite clear, but it certainly seems to do the trick for the stuntman.

Douglas is dropping pieces of Dennis's beloved Oscar onto balloons. In true 'Manic-Miner-on-Wheels' style, Dennis must collect them whilst avoiding a whole host of old film props, ranging from skulls ('Alas, poor Yoric') to teacup-carrying boots and many others in the later levels.

If our intrepid motor cyclist manages to assemble his Oscar, he gets an extra 'take' (life to you!). After clearing eight screens, it's another trek across a field to yet another studio, if you ever get that far.

The graphics are very good, the highlights being the explosion of Dennis's bike and the many highly detailed nasties. But the objects are randomly positioned, so you occasionally get an impossible screen.

So, if you've ever wanted to make like Evel Knievel, save yourself the broken bones – rev up a tape of *DDD*.

Jeremy Fisher

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Arthur Scargill's Mole

How do you get a computer game featured on TV? Simple! Base it around a current major talking point, such as the miners' strike, and then include a controversial figure like Arthur Scargill as one of the characters.

Thus it was the people at Gremlin managed to get *Monty Mole* on News at Ten and ensure themselves thousands of pounds worth of free publicity.

Mind you, the game deserves it – it's very impressive. Or to be more precise they're very impressive; the versions on the Spectrum and '64 are almost two different games.

On both, the aim is to guide a very cute mole around a mine collecting coal and avoiding such horrors as flying pickets, mammal-eating fish and coal crushers. They're both platform games, so you might be permitted a groan at this point on the assumption that these are simply new renderings of *Manic Miner*.

Well, there are enough differences to give these games an original feel. For a start the depiction of the mines is graphically very impressive. In both games, but especially on the '64, there is great variety in the different screens: huge crushing pistons, ropes for climbing, lakes, sliding floors, vertical conveyor belts and much much more.

Your task is also different from previous games in the genre. In the Spectrum version, there are 20 screens divided into four regions. You can move freely from screen to screen within a single region, but your progress beyond that will be barred until you've collected all the coal in that region.

Once the coal is collected a wall will dissolve, and you have one (and only one!)) chance of getting into the next group of screens before the wall reforms.

Another innovative feature on the Spectrum version is the provision of weapons you can collect. Each weapon allows you one safe contact with an attacker. Just as well, since some pieces of coal would otherwise be unreachable.

One of the main differences in the '64 version is that you don't have separate screens. Instead the picture scrolls as *Monty* moves, in similar fashion to programmer Tony Crowther's earlier game *Son of Blagger*.

In this version the mine contains 14 'master switches' which you must operate in order. Each switch creates (somewhere!) a piece of coal which must be collected and an energising 'box of worms'.

Finding the latter will restore the energy which is constantly being depleted by contact with the mine's inhabitants. But you only get one point for each piece of coal collected – so you could be halfway through the game and only have seven points. The Spectrum version is a bit more generous.

What about Arthur Scargill? Well, he doesn't appear until the final stages when you have to collect a set of ballot papers in a bid to topple him. I failed to do this, which must be one of the few things I have in common with Margaret

PANEL POINTS

SPECTRUM VERSION

Monty Mole owes much to Miner Willy and seems set to become as big a star.

The graphics on this game are magnificent, as good as any I've seen on a Spectrum. The movement is very smooth. Monty himself is a graphical masterpiece, and his walking, jumping and climbing is a delight to watch. The sound effects are not brilliant but otherwise this is a marvellous game.

Peter Walker

This game was given a lot of free publicity by being featured on television – it looked good then and graphically it is brilliant. However, as a game concept it leaves much to be desired.

A couple of years ago it would have been hailed a great step forward in computer programming. Now after games like *Jet Set Willy*, the 'exploring unknown caverns filled with craaazy hazards' is rather old hat.

The graphics are without doubt the best ever on the Spectrum, though Monty is difficult to control, being so large, and this causes some problems when trying to get out of a tight corner quickly.

Martyn Smith

GAME: WANTED: MONTY MOLE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: GREMLIN £6.95

GRAPHICS	9
SOUND	4
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	8




Above: the two young games designers who've created *Monty Mole*. Left: Peter Harrap, mineworker's son, programmer of the Spectrum version and star of News at Ten.

Tony Crowther (right) is already well-known for his Commodore 64 hits *Potty Pigeon* and *Loco* – PCG Game of the Month in July.

PANEL POINTS

The excellent music accompanying Dennis's sad story is enough to bring tears to your eyes.

With 6 difficulty levels and random placing of the objects to collect there is enough variety for long-term satisfaction.

An excellent example of the programmer's art.

Fraser Marshall

After a sonically and graphically good opening sequence, obviously inspired by the song 99 Red Balloons, Dennis lurched precarioisly into screens of . . . platforms! (Groan)

However, the sound offered some surprises in its solid quality and tone before and after the game itself. But during the game – no tune! Worse still, fewer sound effects.

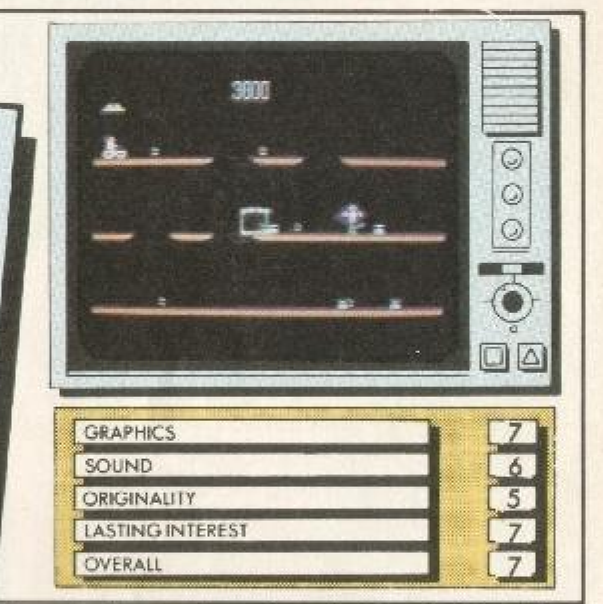
Dennis bored me quickly – I fired him.

Richard Patey

The number of good musical scores is impressive with clear sound throughout and Dennis is a real menace on his Honda. It's an original game with simple but effective graphics.

At long last – a decent game for the Commodore by Visions.

Simon Chapman



GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

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PANEL POINTS

COMMODORE VERSION

This must surely be a first! A *political* computer game!

The multiple scrolling screen play area adds a new dimension to platform games. 'Colonel Bogey' was some of the best computer music I've ever heard.

Jeremy Fisher

As you would expect from the author of *Loco* this game is of excellent quality. Although based on a familiar idea, the novel graphics provide great gameplay. The fact that the action covers many screens means that you will be going on a different voyage every time you play.

Although produced by Gremlin Graphics, I could find no bugs – it's a game you'll really dig!

Fraser Marshall

Once the mole is down the shaft you're treated to some of the best animation ever – snapjaw plants, coal-crushers and others, all visible according to where you are, with that smooth omni-directional scrolling taking you there.

But how many people will score more than 10 points?

Richard Patey

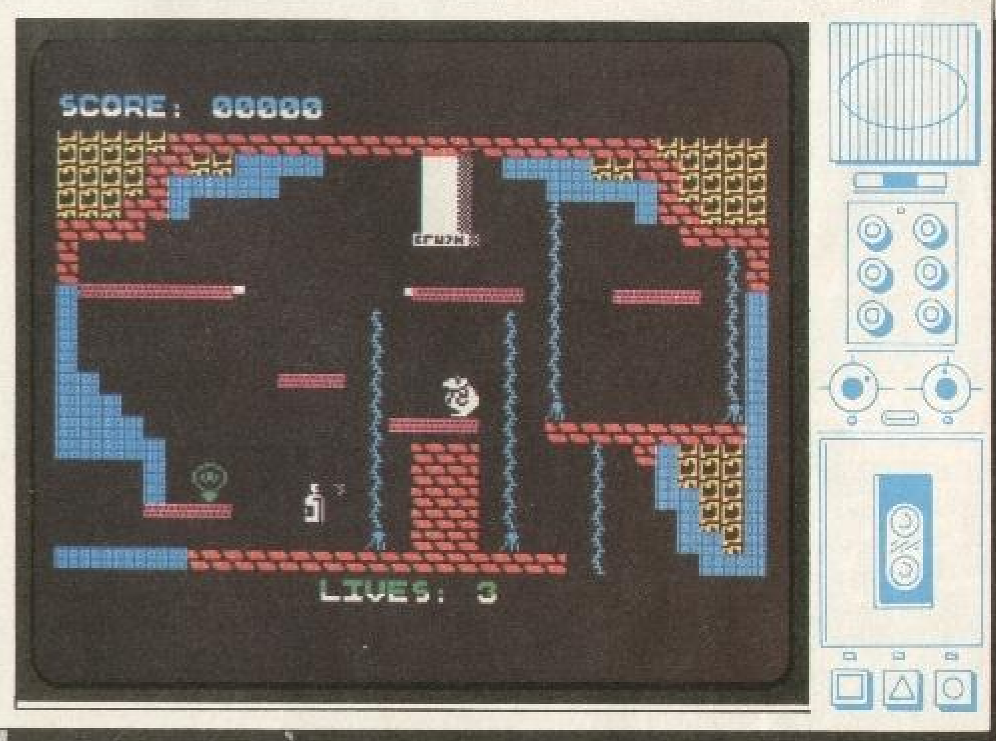


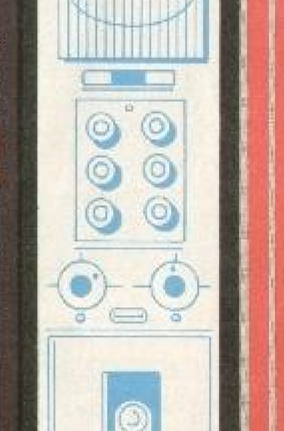
●Above and below: Monty gets going on the '64. Below left: Spectrum version.



GAME: WANTED: MONTY MOLE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICKS
FROM: GREMLIN, £7.95

GRAPHICS	9
SOUND	8
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8





Thatcher.

One criticism of both games is that the instructions are inadequate. For example, they only hint at the fact that in the first screen there's a bucket which must be picked up if any coal is to be collected at all. And in the '64 game, the function of the master switches is not explained.

I also found control of the mole a little difficult in both games, even with a joystick (the Spectrum version is compatible with Kempston and Sinclair Interface 2).

One really poor feature of the Spectrum game is the hymn tune which plays when you die. It sounds horrible. Soundon the '64 game is a lot better, with a very attractive rendition of Colonel Bogey as a background tune.

In my view, platform games still have a long way to run. If you can put up with a measure of frustration, *Monty Mole* will unearth a great deal of action for your money. **Chris Anderson**



COMMODORE 64 • SPECTRUM

GAME: HUMPTY SERIES
MACHINE: CBM, SPECTRUM 48K
CONTROL: JOYSTICK, KEYS
FROM: ARTIC, £6.95 EACH
£16.00 PACK

Fun trio

Here are three new games which all star Humpty Dumpty but definitely aren't for egg-heads. Each is based on a simple, original idea and demands a little brain power as well as finger action.

The most enjoyable of the three is *Engineer Humpty* in which the aim is to put a spanner in the works – literally. Each of 16 screens is a different factory made up of conveyor belts, springs, lifts and various strange creatures. Humpty's task is to drop a spanner from the top of the screen and then guide it through the works to a tool-box.

You only have control over the spanner when it's falling – you can deflect it left or right – so you have to use the machinery to do most of the work. The initial problem is to discover a viable route through the factory.

This is difficult because after just a few seconds the screen is covered over except for the area near the spanner. So initially you'll find yourself, say, guiding the spanner onto a conveyor belt which leads straight into a shredding machine.

On the Commodore 64 version the action is accompanied by a tune which wobbles out of key every time you lose a spanner – nice touch, that. On both '64 and Spectrum, the game is really addictive – not perhaps as hard as a game like *Manic Miner,* but satisfying nonetheless.

Humpty in the Garden is also enjoyable, but is flawed by being too easy. This time Humpty is in a network of pipes ranged above eight flower pots.

Four of the pots contain flowers, the rest weeds, and Humpty's job is to turn taps on and off, and block certain holes to ensure that water is diverted onto the flowers, not the weeds.

It's a nice idea and good fun for an evening or so. Unfortunately, once you've conquered a level it doesn't hold much further interest, and many players will find they can get through all 20 levels in about an hour. This is partly because you don't have to start from the beginning each time you fail.

Artic say the game is aimed at the younger age bracket, but if it's supposed to be a piece of educational software, they should have done their homework better on how water behaves under pressure. Some of the levels clearly violate the laws of physics!

I don't recommend buying this game by itself, but if you were going to get the other two, it's probably worth the extra money for the set.

Undoubtedly the most challenging of the three games, despite its appalling title, is *Humpty Meets the Fuzzy Wuzzies.* This is a maze game with the novelty that instead of moving Humpty round the maze, you move the maze round Humpty!

To be more precise, you can rotate the entire screen clockwise or, anti-clockwise. If doing this means that Humpty is no longer supported, he will fall (or roll) until he hits another part of the maze.

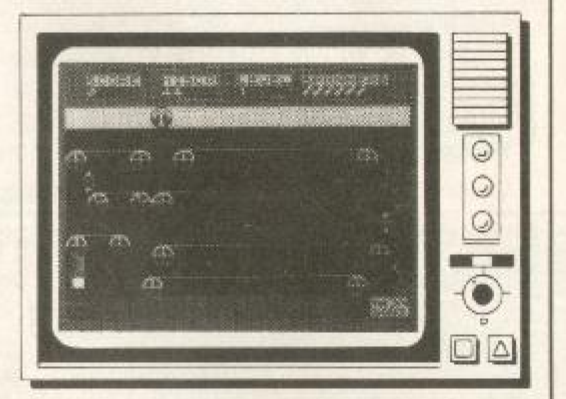
The idea is to guide him to a door which will take him to the next, more difficult maze – there are 18 in all. Since the maze is littered with bombs, and the lethal 'fuzzy wuzzies' are also rolling about the screen in the same way that Humpty is, progress is not easy.

The maze also has teleport chambers to get you from one section to another but these can only be used once. If Humpty is rolled onto a spring though he could bounce up and down forever, or until you flip the maze again anyway.

On both the Spectrum and Commodore 64 versions of these games the graphics and sound are adequate without ever being stunning, but the real appeal comes through the puzzles they pose.

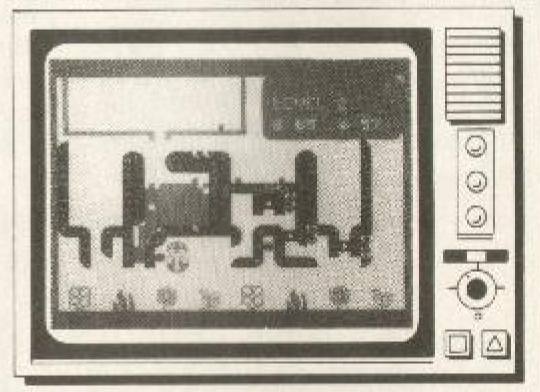
If you're worried that computer games are addling your brain, Humpty could be the perfect antidote.

Chris Anderson



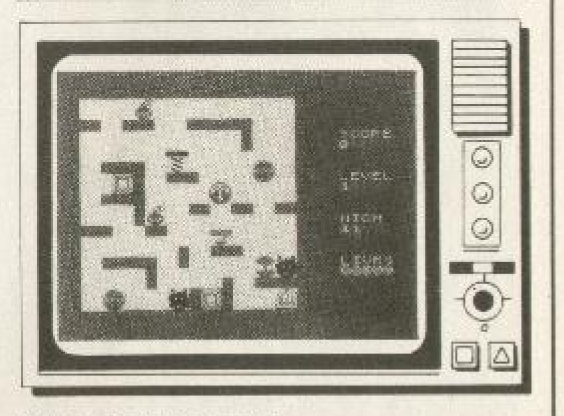
ENGINEER HUMPTY

GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8



HUMPTY IN THE GARDEN

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	3
OVERALL	5



HUMPTY MEETS THE FUZZY WUZZIES

GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

PANEL POINTS

The first thing that strikes you about this game is that it's . . . (fanfare!) . . . an original game! Yes, they do exist, they're not just rumours put around by software houses.

Average graphics and a nice little jingle of a certain well known nursery rhyme gave a reasonably playable game. A simple game, probably one for the younger members of the family.

I liked *Humpty,* not least for its originality. Worth considering if you're bored with zapping.

Jeremy Fisher

The 64 version of *Engineer Humpty* is the better of the three with some delightful graphics, but all are enjoyable and original.

Humpty in the Garden is easy and I completed all 20 screens first time. It may suit younger children since the graphics are pretty as well.

When old Hump meets the Fuzzy Wuzzies things get a lot tougher. The game is not just a matter of logic but involves fast reactions as well and there is not much to choose between the versions on the two machines.

All six programs are very nice to look at and *Engineer* and *Fuzzies* are tough games on both computers.

Bob Wade

Artic have followed the lead of the Horace games and have produced this series of nice, cute, well-presented games aimed fair and square at the young end of the market. The best is *Engineer Humpty* which is fun. *Humpty and the Fuzzy Wuzzies* had some good graphics but the game is just a little too difficult.

Robert Patrick



He needs no allies,
his strength and agility will prove him worthy of the name –
'Storm Warrior'

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play, full playing demo mode and a fast loading system.

Available on TAPE at £7.95 and DISK at £9.95
COMMODORE 64





GRAPHICS	7
SOUND	7
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	7

GAME: JACK AND THE BEANSTALK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS
FROM: THOR, £5.95

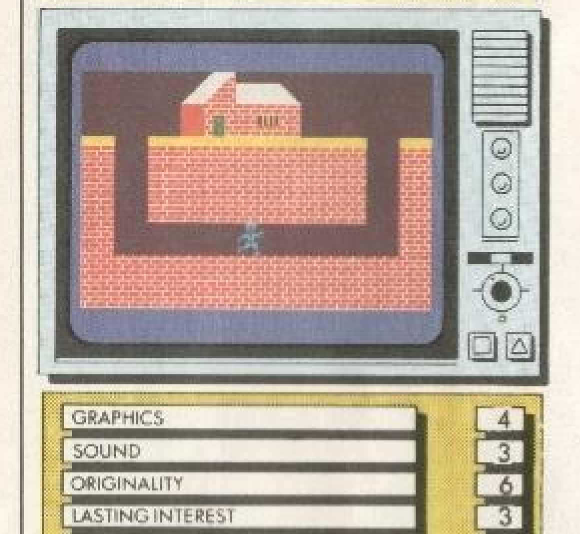
We Spectrum owners have already had nursery rhymes like *Jumping Jack* and children's stories like *The Snowman* converted to games. Now Thor have decided that that panto classic Jack and the Beanstalk is worthy of similar treatment.

Basically the tale has become a graphic adventure in the same vein as, but nowhere near as complex as, *Atic Atac*. You control a cute-looking character called, logically enough, Jack. Same as in the pantomime, it is your job to infiltrate the Giant's castle and steal his treasure.

First, though, you've got to climb the beanstalk. This is not as easy as it seems – until you realise you have to have the axe which is lying fairly conveniently on the ground.

Key movement is fairly easy but with a Kempston joystick matters are a little more difficult. The fire button controls jumping which means that the five movement controls are on the joystick whilst fire is left forlornly on the keyboard.

The levels above the beanstalk are a



GRAPHICS	4
SOUND	3
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	4

GAME: ALCATRAZ HARRY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MASTERTRONIC, £1.99

This is another game in Mastertronic's £1.99 range, games which have so far earned a bit of a reputation for not being worth the price of the blank tape they're recorded on. So what's this one like?

Well, the scenario isn't bad. You play the part of Harry, trying to escape from the prison, and you must first move around the camp collecting escape equipment such as ladders, ropes, as well as something which looks remarkably like an apple.

You search also for some secret files, whose location you are told at the start of the game. Having done all this you then negotiate a minefield which has sprouted up from apparently nowhere and slip through a hole in the fence to freedom.

You move from place to place à la *Atic Atac* and each location is quite nicely drawn, depicting guard towers and cell blocks.

Harry's animation however, is fairly jerky and he looks more like he's performing a song and dance act than walking. Movement is not particularly fast either, and waiting for him to cross a

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• Frenzied zapping in Robotron

Amazing robotics

GAME: ROBOTRON 2084
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS
FROM: ATARISOFT, £9.95

GRAPHICS	9
SOUND	7
ORIGINALITY	0
LASTING INTEREST	8
OVERALL	8

Robotron fans are going to be in seventh heaven over this game, and the uninitiated will discover why it's still wowing the zappers in the arcades.

You are the human race's last hope and must save small groups of people from the robots who have rebelled against their former masters. These hapless humanoids wander around a single screen with you, deadly mines and a whole host of rampaging robots for company.

Materalising in the middle of the

UM • SPECTRUM • SPECTRUM

little more difficult as it takes a long time to figure out exactly where you can move safely. This can lead to the game becoming boring fairly quickly as the gap between each life or game can become unbearably long.

This is because the program is compatible with the Currah Microspeech unit and because of this the computer wastes quite a lot of time sending superfluous code to a device which, depending on your set-up, may or may not exist.

I enjoyed playing the game and I'd be pleased to be given it but it's not one I'd rush out and buy.

Rob Patrick

The graphics are extensive and very well drawn, with a twisting spiral to the sky on the first screen. Your enemies seem to have been in intensive pre-battle training as they speed around the screen, their swift movement only spoiled by flickering colours as they touch each other, although this is a facet of many Spectrum games.

Sound is more than a little repetitive, as a grinding little tune croaks along throughout the game. There are some nice gurgles and shrieks as you meet your doom which help the game along.

Overall, an enjoyable program which I could happily return to again and again,

PANEL POINTS

although it does lack that something extra that makes a great game.

Steve Spittle

Like platform games, the interest here is in working out how to conquer each screen. But the graphics and feel are completely different to, say *Manic Miner*. Each screen is very colourful and pretty, but there are only four to work through.

Also, the game suffers from a certain imprecision which is frustrating. You can seem to be hit by an alien when in fact you haven't been.

Despite the original idea, I didn't find the game very compulsive or enjoyable.

Chris Anderson

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screen gets pretty tedious.

Nor is the sound anything to write home about, the tinny beepings being a positive annoyance at times and not adding anything to the game.

Alcatraz Harry has four skill levels which all appear remarkably similar, and after a few games the appeal wears pretty thin.

It's a pretty simplistic game and there's really not a lot to tell you about, which isn't too surprising when you remember the price. You get what you pay for – not an awful lot.

Peter Walker

I suppose I've been spoiled by games like *Atic Atac* and *Sabre Wulf*, but I believe that unless an arcade adventure is outstanding it's barely worth considering. *Alcatraz Harry* doesn't cut it. The graphics are pretty poor (although considering they're produced from Basic the programmer does deserve a favourable mention) and sound, frankly, is dreadful.

The concept is fine but the implementation leaves a lot to be desired. I'm sorry Mastertronic, but unless you start producing some better games, you are going to come to a sticky end.

Robert Patrick

PANEL POINTS

This is bound to suffer because it is released in the Mastertronic £1.99 range. 'Who can possibly produce a game for two quid?'

But Mastertronic have managed it. Some of the graphics lack imagination (and Harry's style of running annoyed me), the sound is average with some good tunes. The plot is inventive and requires thought.

The control keys are in good positions and the on-screen instructions are clear and concise.

Really, it's hard to criticise a game of quality at such a low price.

Martyn Smith

☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

screen you are immediately surrounded by hordes of Grunts. You move rapidly around the screen shooting in your direction of movement. You have to zap the robots before they can touch you and try to pick up the humans for large bonuses.

The hardest initial task is to get away from the centre by firing 360 degrees all around you. Having got some breathing space you can move to the sides and pick the droids off easily.

The second wave introduces large green Hulks which are indestructible but slow moving. These kill your bonus-providing family and all you can do is avoid them.

As if all that were not enough there are red pulsing Spheroids which after a while mutate to produce little blue robots. These home in on you and shoot with unnerving accuracy, so if you do not shoot Spheroids quickly you are in big trouble.

A more sinister opponent, Brains, appears on the fifth wave and can turn your family's mother against you and into a deadly flashing android. They're slow though and as long as you are careful you can pick them off.

A cool head is called for in tight spots and even the most impossible-looking trap can be escaped from with rapid and accurate fire.

The game is an absolute masterpiece of programming and is amazingly close to the arcade original. The action is fantastically fast and furious though you will notice it speed up as you destroy robots so that the processor has less to deal with.

You can start on any of the first 9 waves but be prepared for a rapid end on the higher levels if you have not got some practice in. A nice point is that the robots de-rez beautifully when hit and disappear in a myriad of little pieces.

The game is a brilliant copy even down to the title screens and high score tables and will be a worthy addition to any mega-blaster's collection. **Bob Wade**

At last! Atarisoft have really produced the goods. *Robotron* is the finest conversion I have seen from the company. It's fast, mean and true to the arcade original in almost every way.

The programmer is a big fan of the original and actually hired a *Robotron* machine so his conversion would be as close as possible.

Atarisoft take note! – and give us more of the same . . !

Tony Takoushi

I liked this game because it is very similar to the arcade original.

The graphics are small but detailed enough to be satisfying.

Sound is realistic, with a rat-atat-tat-tat of your machine gun every time you fire rounds of your unlimited supply of bullets.

I don't know why, but when you lose a

PANEL POINTS

life (which happens a lot) there is a noise which sounds like a car speeding off into the distance.

Richard Boniface

Yes, I know it's unfashionable to do straight arcade conversions nowadays, but make no mistake, *Robotron* is a truly excellent game. In fact, if I was Jeff Minter I'd probably call it 'awesome'.

The graphics might not be over-colourful but animation is nice, movement smooth, and you'd be hard pushed to find better sound on a Spectrum game.

I played for hours and couldn't get past the third of nine levels, so I don't think the game will become a dust-gatherer.

Yes folks, charge up those laser blasters and get down to some serious zapping.

Peter Walker

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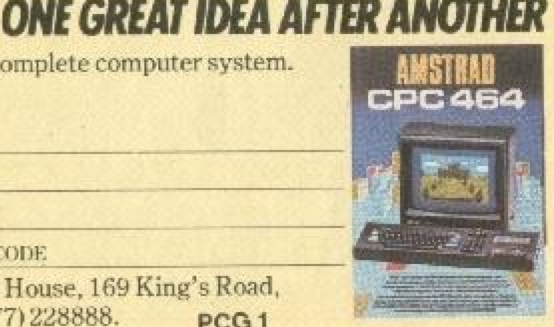
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GAME: SOS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: VISIONS, £5.95

Such is the foolishness of space travellers.

I mean, there I was peacefully enjoying myself after a mining expedition in deep space when suddenly a distress call sounded on the main computer. The scanners read that it was coming from what was thought to be a lifeless lump of rock.

Being an inquisitive sort of human I decided to investigate. I put the ship into geostationary (I don't know what it means, but it sounds good) orbit. I hopped into the landing craft and thrust out into the planet's atmosphere.

Oh no, there's alien ships. Move left, right, fire, fire. Help! –I'm going to be hit ... AAAAAHHHH!!! ... And so continues the story in this *Lunar Lander*-style game.

The idea is to fly down from your spacecraft to the numerous landing pads on the planet's surface. Sounds easy? Well, there's one small problem and that's the numerous inhabitants of the planet who are not too keen on you invading their territory. They throw themselves at you in wave after wave.

These aliens have been painstakingly drawn in tremendous detail with superb movement. Not only do the various rocks and other weird 'things' move across the screen but they also spin internally. Don't get distracted though – you've got to do some fast blasting!

Sound is poor being almost non-existent, with a faint hum when using the 'thrust' button. The explosion effects are marvellous, however.

An average game with good graphics, although I feel the depiction of the rescued man could have been improved greatly. Surely he should run up and shake your hand after all you've done for him?

Richard Boniface

GAME: DARTZ
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: AUTOMATA, £5.00

I must admit that I was extremely sceptical when I first heard about this game. How, I thought, is the programmer going to overcome those difficulties inherent in computer adaptations of real life sports?

C.D.S. made their version of Pool outstanding by going for hyper-realism. Addictive Games made their *Football Manager*,a strategy game but still maintained a fun, graphic element. Automata, in their inimitable style, have made *Dartz* a reasonable adaptation by forsaking all thoughts of realism for the sake of humour.

All you have to do in the game is stop a cross-hair as it flickers around a dart board. This is achieved by way of the best keyboard layout on any game I know of. You only have to press one key and even then it doesn't matter which one! Having aimed, Eric, your player, makes his throw.

Eric certainly looks the part, being heavily overweight for such a small graphics character. But his arm moves nicely enough and the dart flies towards the target.

It all sounds simple enough but there are some interesting complications.

For example, you may be issued a 'warning' which means Eric has to pay a visit to the wee room or he may miss the board altogether. Why you may ask is Eric confronted with these particular problems? The answer is drink. At the start of each game Eric is given a quota of 2mg of alcohol per dart but this increases rapidly.

The program operates smoothly and graphics are clear and effective.

Normally I'd say that a game this simple would be a good one for the kiddies but with all that drink around, I'm not too sure.

Rob Patrick

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Bone shaker

Zere I vas, seeting in my laboratory zery, zery bored. Zere vas no excitement to my life. None of ze beeg slavering monsters hurling ze leetle cannon-balls at me. Zo! I vill create my own...

Thus the thoughts of a Professor F N Stein who sets about his evil task by collecting the parts of a skeleton.

Let's make no bones about it, this new 'arcade horror' game from PSS is sickeningly good. Not that there's any horror about it. Just a great deal of original and humourous game-play.

There are 25 main screens in which Professor Stein must make his way around a monster-infested platform network collecting the parts of a skeleton.

Each of these 'collection' screens is followed by an 'attack' screen which varies only slightly each time and is reminiscent of *Donkey Kong*. The created monster is dropping cannon-balls onto the professor, who must get to the top of a set of platforms and cut the monster's power supply.

What makes the game feel different is the way the professor moves around – no leaping or ladder-climbing here. Instead, he uses springs to jump up (just stand on top of one and press 'activate') and firemen's poles to get down.

There are also some delightful new hazards such as ice which causes a brilliantly-animated skid, slime which slows him down, and light bulbs which give him a two-second electric shock and cause his eyes to leap in and out of their sockets.

The more usual mobile creatures-to-be-avoided include snails, bats and man-eating pumpkins.

The interest of the game comes from having to collect the parts of the skeleton in the right order. This means you have to plan the professor's route

PANEL POINTS

No... back... back you beast... aaaaagh! Sorry about that but old Frankie is enough to drive anybody crazy – it's that good.

Endless hours are going to be spent putting skeletons together and then trying to break them up again. The basic platform game scenario of collecting items is the same but there are some delightfully original touches.

The gathering of a skeleton for the creation of a monster is a weird job and even weirder when you get to take it apart again.

The transporters and springs are great to watch and the cutest part is when you skid across the ice – now that's a wonderful piece of animation.

Bob Wade

One of the best games released for the Spectrum this year. It's original and fun, with many new ideas which transform a fairly simple platform game into something much more.

Springs replace ladders catapulting Dr Frankenstein from platform to platform as he builds his monster.

The appropriate use of sound adds to the chilling atmosphere and the variety of screens should keep even the most cynical games player reasonably happy.

Martyn Smith

A strange game this. At first glance it appears fairly unexceptional but once played it proves to be refreshingly original and curiously addictive.

I found myself returning to the game again and again, yet only reaching screen 4 in the process. As I said, *Frank N Stein* is a curious little program, certainly worth taking a look at.

Peter Walker

UM • SPECTRUM • SPECTRUM

PANEL POINTS

A mysterious title and excellent loading screen belie the fact that this is really nothing more than a lacklustre version of *Lunar Lander*.

Graphically it is quite pretty and the movement is fairly smooth, but why on earth is your lander launched from what appears to be a cat's head? Soundwise it is the same – adequate but uninspired.

However my biggest gripe with this game is the way each wave of obstacles is identical, right down to the way they move.

Still, *Lunar Lander* fanatics might enjoy it. As for me, I could find much better things to do with a fiver. Like Origami.

Peter Walker

A combination of fast shoot-'em-up and smooth, colourful graphics makes *S O S* a rapidly addictive game.

All levels are fairly similar and this detracts somewhat from the overall playability. It's extremely difficult (try getting back to the mothership from the middle plateau) but at the same time great fun.

Will this sell in huge quantities? I doubt it, but if you enjoy a game that mixes skill with fast action this should interest you.

Martyn Smith



GRAPHICS	8
SOUND	3
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	5

PANEL POINTS

The sound is fairly minimal but complementary to the game, with rising and falling beeps attempting to raise your adrenalin.

There is only one key used during the game to stop the cross-hair and throw the dart, so it should be easy for any member of the family to challenge you to a game of 501 or 301.

Although this is a good version of computerised darts, it really wouldn't compare with the atmosphere of the local pub, even though you take regular gulps of the house beer to 'improve' your play.

Steve Spittle

Hic . . . shorry. Ish jusht that I can't sheem to shtop falling over and hic . . . hic . . . hicupping.

Anyway there's these two dartboards . . . whoops I mean one. Like any dart game on a micro it loses all sense of the real game and as a game in its own right it is not that good.

However, the idea of playing darts and tying it in with the drinking is up to Automata's usual warped standard.

It's the best attempt at darts I have seen on a computer but the humour is essential to keep you interested.

Bob Wade



GRAPHICS	6
SOUND	7
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	7

☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•



●Level 1 half-completed (right) and level 5 (above)

very carefully and timing is of great importance. It's very satisfying to move along a platform, pick up a leg-bone, nip back onto a spring and then – boyng! – just escape that ravenous pumpkin bearing down on you.

Each part you collect is added to the semi-assembled skeleton lying in its coffin at the top of screen. When it's complete you have to press a plunger to bring it to life.

The game's addictiveness and large number of screens will have you glued to the keyboard for hours. Yes, Frankenstein's image has been done a power of good. This is a monster hit.

Chris Anderson



GAME: FRANK N STEIN
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: PSS, £4.95

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	8



SPECTRUM • SPECTRUM • SP

GAME: MAD HATTER
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: GAMMA, £5.50

When a little-known software house brings out a game with a quirky title, thoughts race to the first releases of Bug-Byte and Ultimate; could this be another *Pssst!* or *Manic Miner*? Alas, no, there's not much new or original here.

You control the 'mad hatter' who has to collect ten sweets (for his unbirthday tea) from around the screen. He can then go to the bottom of the screen to collect a chocolate roll; this must be done five times to complete the sheet.

However, it's not quite that simple. The 'hatter' is pestered by mice who steal his sweets, poison which will lose him a life, and worst of all the dreaded vacuum cleaners positioned at the right of the screen. If he gets too close he is sucked to an unpleasant death. Luckily these can be frozen for a while by the plug which appears at intervals.

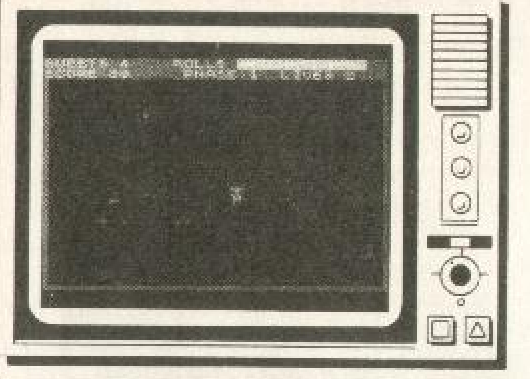
Your character can move in all four directions, the screen layout is plain and there are no obstacles to manoeuvre around. The graphics can only be described as poor, badly drawn and small, although the animation is fairly lifelike. The sound consists of a droning buzz which soon becomes annoying.

The only redeeming factor is the speed it must be played at to stay alive though once the first screen has been mastered subsequent sheets shouldn't pose any problems as they are the same only with more hazards.

Alice games have a pretty poor history to date and this one does little to change that. *Alice in Videoland* released a while back by Audiogenic had excellent graphics but proved to be a very dull game.

This game has appalling graphics but offers some interesting game-play. Clearly what's needed is a merger of the two positive elements. As it stands though I can't see many people turning up for this Mad Hatter's tea party.

Martyn Smith



GRAPHICS	4
SOUND	4
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

PANEL POINTS

This interesting, new program may be basically a *Gridrunner*-style game but, believe it or not it's different. Large, chunky graphics make this game appear attractive but the movement, even though in machine code, is terrible.

Even when standing still your Mad Hatter's legs and arms dance about madly. The vacuum cleaners (well, they look like vacuum cleaners if you don't examine them too closely) move with quick jerks up and down the right-hand side of the screen.

The mice which the vacuum cleaners spit out move so speedily that it's impossible to see if their legs or even tails move. The sound is okay to begin with but soon begins to be annoying. I can't say I enjoyed this game.

Richard Boniface

Games like this make me want to cry. Why, oh why, do software houses so often have good ideas and then fail to realise them properly? In its present form it is a reasonable game, extremely addictive and bug-free, but it is let down by its barely satisfactory graphics. Come on Gamma. Go out and buy a sprite-generation routine.

Rob Patrick

GAME: ON THE OCHE
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ARTIC, £6.95

No beer belly is required to play this darts game, but you might need a stiff drink or two to keep you at it, because it's not very interesting.

The board is displayed on the left and darts are aimed by positioning dots at the bottom and the side. Unfortunately, your dart doesn't always go where you hope since there is a strength factor to take into account as well.

On the right is the player – it's not clear whether it's supposed to be John Lowe or Eric Bristow. All that moves is his hand.

Simulations like this pale very quickly; they can't even be very exciting to the dedicated darts player. **PC**

GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

GAME: AHHH!!!
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: CRL, £5.95

The title says it all – and so will you if you load up this game expecting anything original. *Ahhh!!!* is yet another exceptionally average Spectrum *Galaxians.* Graphics are colourful but rather jerky: everything slows down when you zap an alien. A game for those who are content to move left-right and fire. **PC**

GRAPHICS	3
SOUND	2
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	2

GAME: FROOT LOOP
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: NTD SOFTWARE, £

Scrumping is hazardous at the best of times but when you have to contend with deadly rotten apples and mauve guardians it could put you off fruit for life.

You just have to collect the little green apples on each of the ten screens. There are five skill levels and the higher ones are practically impossible.

If the apples turn rotten you have to get a blue banana to change them back. It's enough to give you heartburn! **BW**

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

GAME: GREMLINS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: THOR, £5.95

A straightforward shoot-'em-up with aliens swooping onto the screen like *Breakout* balls and you blasting away with a three-pronged laser. The screen divides into coloured bands to hide the gremlins as they metamorphosise. The aliens explode in Ultimate puffs and shoot double laser bolts at you. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	5

Gremlin Graphics

buy these games at your peril!

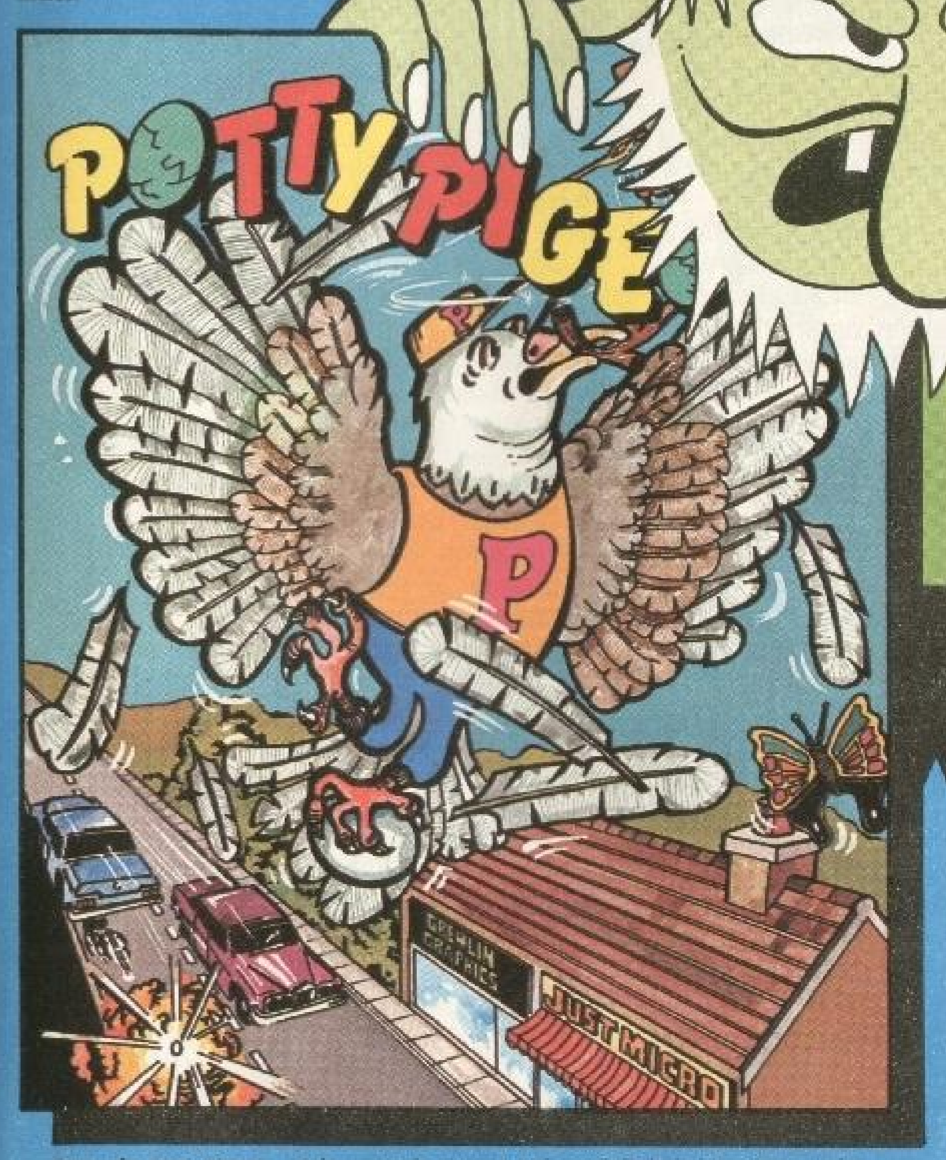
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With his bucket filled, Monty makes his escape only to surface in Arthur's castle with this most imposing of leaders barring his way seated on his graphite throne. Cleverly seizing his only chance of toppling the great man, Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays put up an almighty struggle with our valiant Mole.

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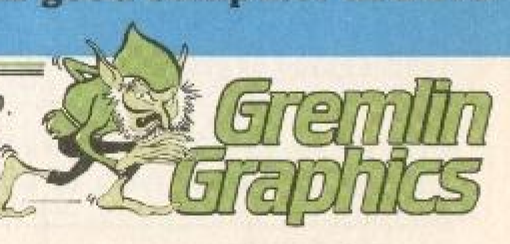


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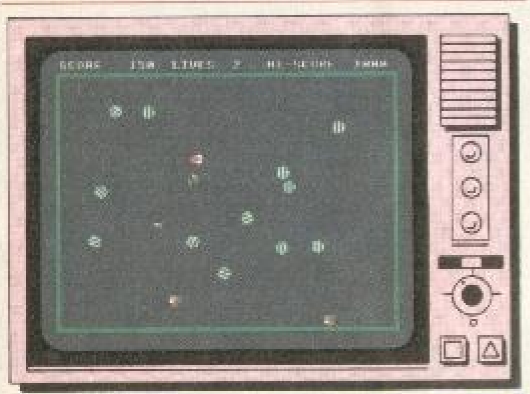
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GAME: TETRAPOD
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: ACORNSOFT, £9.95 CASS, £11.95 DISK





GRAPHICS	6
SOUND	4
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

PANEL POINTS

Weird isn't the word for this game – the author must have been sniffing Vim before writing it and I think it has paid off.

The mutating tennis balls and their alter ego the electric toothbrushes are great ideas and nicely drawn too.

It was great the way everything always comes back to you whatever you do. You can't blast away endlessly or go zooming about the screen.

Bob Wade

Certainly one of the better new releases from Acornsoft. The graphics are smooth and I loved the way the lizards ran the aliens down. Only four keys to use, nice and simple, but the price should be lower. I suppose it's a kind of mutant *Asteroids* but it has a definite quality of its own. I think I'm going to have *one more* go . . .

Simon Chapman

I loved this game. It combined all the elements of an arcade game and threw in a touch of strategy for luck.

I stuck to the keyboard for hours with this and enjoyed every minute. Smoother movement I have rarely seen, and the sound was good without being obtrusive.

Rob Patrick

Creepy crawlies have wriggled their wiggly way into *Asteroids* to come up with this entertaining game in which your zapping must have at least a little finesse to succeed.

As in good old *Asteroids* you control a trianglular ship which can be rotated left and right or impelled using the thrust control. But in *Tetrapod* your laser fire is not directed at mere rocks. This time you face the Killer Bees, opponents whose name bears no relation to their form as they too are triangular ships. They can be killed by a direct hit from your laser or – and here's where it gets interesting – by a lizard.

These creatures are inside the many pods scattered around the screen. When you hit a pod the lizard hatches out and pursues the creature nearest it. Pretty good if your aim is true, but pretty nasty if you go astray and find yourself being gobbled up.

Beginners will find disaster hard to avoid since nothing is wasted in this game: bullets bounce around until they hit something, and that something might just be you.

The Killer Bees, though, will not present too many problems. But once you've got rid of them you come up against the Red Devil – a square creature with legs – who can only be killed by the lizards.

If you try to shoot him, he will become enraged and pursue you with even more determination. The next screen features the Poison Orbs who behave in a similarly intransigent fashion.

Movement is smooth and the graphics are clear and colourful – the sound, though, is just the usual Beeb beeps and drones. But *Tetrapod* is a very playable game that can get exciting on later screens as more and more opponents appear and large numbers of bullets whizz around. **Peter Connor**

GAME: GALAXY RAIDERS
MACHINE: BBC
CONTROL: KEYS
FROM: VISIONS, £8.95

The first *Star Trek* computer game has spawned a gaggle of successors and this one pits you against the Arian Empire in a 9 x 10 galaxy.

In command of your lone ship you must track down all Arian spacecraft and destroy them while trying to protect starbases and, of course, yourself.

Once you have located the enemy on the galactic map you can home in on them through a hyperspace jump which takes you to the designated sector.

The computer will track the aliens and guide you to them and even line up your phasors or missiles for you. All you have to do is hold them in your sights and let 'em have it.

Several phasor hits are needed to put paid to the ships, but missiles are admirably destructive, though harder to aim. This is the most exciting stage of the game and the action is fast once you get into close combat.

Battles need to be kept short since you have a limited energy supply and can suffer heavy damage. You also need to keep a constant watch on the map to see which starbase is being attacked.

If numbers around a starbase get high enough it becomes threatened and you must take immediate action or it will be destroyed within a minute.

Because the game is in real time it is a very hectic job to keep the enemy at bay and quick reactions are essential. There are 7 speed settings but even if your engines are damaged you can still use the hyperspace facility.

The higher levels of the game present you with a galaxy packed with hostiles and you will need to be very quick to survive for long. **Bob Wade**

GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6

GAME: VOLCANO
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: ACORNSOFT, £9.95 CASS, £11.95 DISK

You must fly a dangerous mission in this humanitarian game. Mount Crona is erupting, tossing out huge blue boulders. Molten lava pours down one side towards the stranded humans. From the other side you come to the rescue in your chopper, blasting through the rocks, picking up the people and returning them to safety. Harder than it sounds, but not terribly interesting due to the dull graphics. **PC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

GAME: BLOCKER
MACHINE: BBC
CONTROL: KEYS
FROM: THOR, £5.95

On a 12 x 18 grid you act a *Gridtrap/Timebomb* game trying to defuse six detonators in 20 seconds.

The blocks in the grid can only be walked on once and TNT sticks blow up when stepped upon. The biggest threat is the time limit and the boot which moves rapidly around squashing blocks – and you. **BW**

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	6





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GRAPHICS	5
SOUND	5
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	7

GAME: DROGNA
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: ACORNSOFT, £9.95 CASS, £11.95 DISK

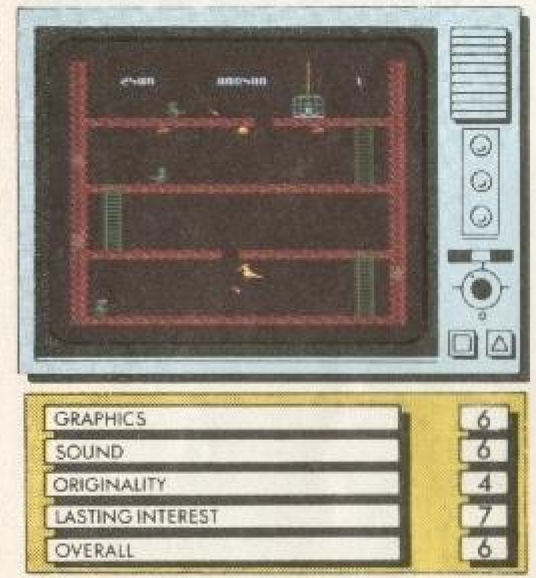
Drogna is a two-player board game based on the BBC television series 'Adventure Game'. The idea is to score points by collecting diamonds, which increase in value as the game progresses. This involves the players in a challenging battle of wits.

The playing board consists of rows of Drognas. There are five different types of Drogna – spot, crescent, triangle, square and pentagon – each of which can be in one of five colours.

A player may move in one of six possible directions, from one Drogna to another adjacent to it.

However, a move is only valid if the Drogna moved to is the same shape, or the same colour, as the player's ruling symbol which is changed at random before each move. Each player may make as many moves as desired, as long as they are legal and if the other player allows you to!

To the left and right of the playing board are separate screens depicting vaults which contain diamonds. The aim of the game for each player is to collect these diamonds and return them



GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	6

GAME: WALLABY
MACHINE: BBC
CONTROL: KEYS
FROM: SUPERIOR SOFTWARE, £7.95

It seems like there are more *Kong* derivative games for the Beeb machines than for any other home micro. Why, I don't know, but it does seem to be true. Superior have at least two; this game, *Wallaby* and another, reviewed elsewhere in this issue, *Smash and Grab.*

Wallaby, a marsupial misnomer if ever I heard one, is closest to the original, but even then it has been developed into something new. You control a boxing kangaroo who is trying to rescue her (?) joey from the clutches of the evil monkeys.

The infant is incarcerated on the top floor of a series of platforms joined by ladders. Defending the child from your rescue attempts are a number of rather nasty monkeys.

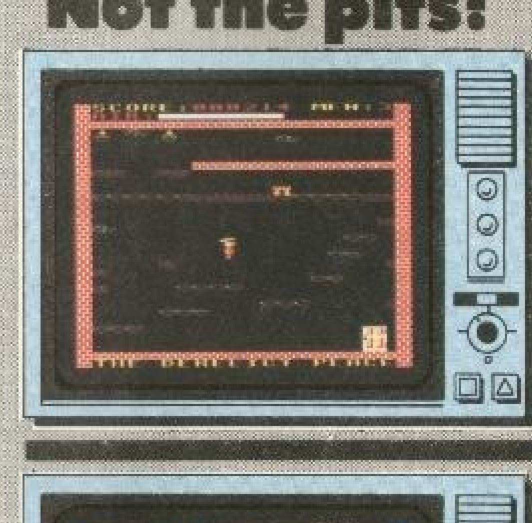
They are particularly anti-social as they delight in throwing their apple cores at you and if these hit you you lose a life.

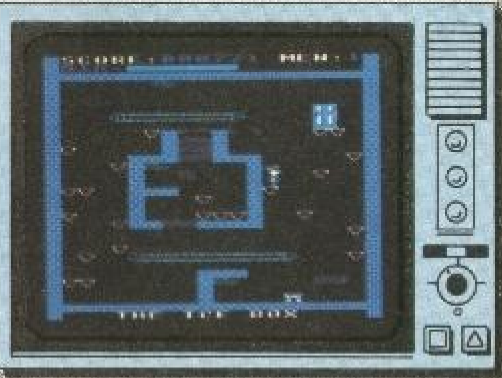
You can avoid the monkeys and their deadly foodstuffs by jumping over them but there is a more direct method. Being a boxing kangaroo you find it surprisingly easy to knock out your opponents and you can dispose of their weapons in the same way.

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Not the pits!







GAME: MINESHAFT
MACHINE: BBC 'B'
CONTROL: KEYS
FROM: DURELL, £5.95

GRAPHICS	6
SOUND	8
ORIGINALITY	2
LASTING INTEREST	9
OVERALL	8

This game was to have been called *Maniac Miner,* so there are no prizes for guessing what it's a copy of. But before you turn the page in righteous indignation just remember that *Manic*

BBC • BBC • BBC • BBC • BBC

to his home base. But the rules are full of subtleties which give the game its tactical interest.

The graphics are good considering this is a board game. The multi-coloured player certainly adds to the enjoyment and the presentation is well up to the usual Acornsoft standard.

It is slightly annoying that you can not play against the computer and infuriating when you can not make a single move because of the randomly chosen ruling symbol.

However, the game is certainly addictive and challenging and should prove to be just the game after a four-hour battle on Planetoids. **Shingo Sugiura**

PANEL POINTS

This is something of a peculiarity. A nearly original board game transferred to computer. The 'board' is well drawn and the computer easily handles the random elements.

There's only one real problem – you need two players, so unless you're one of those people who plays chess against themselves, its appeal is limited. But I hope it sells as it's really quite a good game.

Rob Patrick

Definitely not a run-of-the-mill game, this one. You need to THINK. And you need an opponent. Those two restrictions may turn away potential buyers, but I found it absorbing.

The nicely-produced booklet accompanying the program includes playing hints which help you get into the game a lot quicker. **Chris Anderson**

This is a pleasant little game but nothing really fantastic. The idea is good but I think the execution lets it down. Very simple to play, nice key layout but it took me a while to figure out the point of picking up and dropping the diamonds. The price of the game is a little steep.

Simon Chapman

However, getting through is by no means easy. The large number of monkeys and apple cores zooming around make life very difficult. You also have to contend with six control keys – up, down, left, right, jump and box. The latter results in the kangaroo thrusting out a fist at the approaching enemy.

The game's graphics are a little disappointing as they are small and insignificant. However, considering that they are a single character size the programmer's done well.

Sound is fairly good and animation is very smooth. The game has a nice addictive quality and I played for hours.

Rob Patrick

PANEL POINTS

OK, it's not an original game, but there are some neat touches. I think the wallaby's a great character. Beautiful the way it hops along doyng . . . doyng . . . doyng . . . – and then suddenly, when you press 'jump' leaps twice as high.

Overall it's a nice piece of programming – I enjoyed it.

Chris Anderson

When you read the instructions while loading this game, you may break into a sweat thinking, 'Could this be an ORIGINAL game?' Well, Superior Software have realised that modern arcade games are almost impossible to implement on a humble micro – even a BBC micro – so they have decided to rip-off a game for the Atari VCS!

Admittedly, *Wallaby* has been improved with better graphics, animation and sound. It is even addictive and challenging. However, there's no getting away from the fact that a rip-off is a rip-off.

It's about time software houses brought out original games!

Shingo Sugiura

PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

Miner itself is a development of an earlier American game *Miner 2049'er*.

Frankly, the game idea is so enjoyable, it would be tragic if game-players weren't treated to exciting new versions every so often.

So, a familiar scenario. Twenty different screens of platforms connected by conveyor belts and collapsing floors, and populated by nasties (mostly wagons in this version). You, the miner, try to work out a route by which you can collect various objects which will allow you to escape through to the next screen.

The screens in *Mineshaft* are quite different from those in *Manic Miner*, but offer the same kind of teasing problems. Which leaps can be safely made? How can you time a run to avoid both running into a wagon and falling through a collapsing floor?

The graphics are nicely done, although there isn't the variety of nasties and colours found in the original – this is probably a consequence of squeezing 20 screens into the Beeb's limited memory, an impressive feat.

But the sound scores a distinct plus. The miner makes a delightful little squeal each time he jumps, and the higher the jump, the higher the squeal. There's also a beautifully sonorous tone when objects are collected, and a reasonable rendering of 'Greensleeves' as the background tune.

On the other hand, the annoyance of losing a life will be compounded by the garish pyrotechnics which appear on the screen, followed by an eyeball-jerking scroll through all the previous screens. The annoyance is only temporary. This *Mineshaft* looks certain to provide stiff competition for the official *Manic Miner* due to be released on the BBC very shortly.

Whoever wins the miners' strike, this is one pit which won't be closed for some time. **Chris Anderson**

PANEL POINTS

BBC owners longing to get some coal dust in their lungs are going to love this game. OK, so it's just another platform game, but this machine was neglected in the original spate of them.

And there's no reason why the Beeb gamester shouldn't get his fair share of jumping and dodging, is there?

The 20 screens of tough action means there is plenty to keep you plugging away at, and all of them are extremely hard. The monsters are less weird than in some of the previous games, but then who needs mutant loos and Eugene's face gawping at you.

I'm sure some of you are going to be sick of the sight of miners and platforms, but BBC owners frustrated by watching others digging for treasures can now indulge themselves to their hearts' content.

Bob Wade

Miner-type games are few and far between for the Beeb because of its limited memory.

Despite the memory limitation, *Mineshaft* is very good – it is very playable and has 20 screens to ensure the midnight oil is burnt.

The graphics are not wildly impressive but the screens are well laid out and a lot of thought is needed to make the higher levels in the time limit on each screen.

There are two games for BBC owners to compare this with. *Blagger* from Alligata also offers 20 platform screens, but the program contains one or two bugs. I think *Mineshaft* is marginally better.

The other program is the official *Manic Miner* from Software Projects. We'll be reviewing it as soon as it's completed.

Tony Takoushi

GAME: BRICKS
MACHINE: VIC 20 UNEX
CONTROL: JOYSTICK
FROM: PALACE SOFTWARE, £5.99

If you have ever fancied yourself as a brickie, you can forget all about the trowel and mortar – just grab a joystick and build away.

In this game, though, you're going to have to build for your life because you're trapped at the bottom of a large hole and someone is throwing bricks at you.

As the deadly bricks rain down on you in the bottom of the hole you must jump onto them and push them around in order to reach the top. But you can only leap one block at a time and you're only strong enough to push a single one, so you have to be acutely aware of what's coming down.

The game can seem easy at first but as you rapidly lose lives it becomes clear that tactics are vitally important. You do not just have to jump to the next highest brick that appears next to you, but must shove them around to form a large, even surface on which you are less likely to get trapped.

Evading the bricks becomes increasingly difficult the higher you get as you have less and less warning of becoming part of the mortar work under a plummeting red rock.

On each subsequent screen the hole's width decreases and on the third stage an arrow starts eating away at the bricks below you.

Luck plays a part in this game with the random fall of bricks, but even particularly nasty showers of masonry can be avoided if you are quick witted enough.

First impressions are definitely dangerous for this game since its basic scenario makes it look very unimpressive.

Once you get playing the game though it is very absorbing and as with many good games its simplicity is its key to success. Pity about the sound effects though – being hammered into the floor by a hail of bricks deserves a real cacophany of crashing. **Bob Wade**

GAME: STARBASE
MACHINE: VIC 20 UNEX
CONTROL: JOYSTICK, KEYS
FROM: COMMODORE, £4.99

16 scientists are trying to colonise planet XA2 but dastardly alien craft are bent on enslaving them. You have to protect the hapless Earthings by blasting the enemy from the skies.

The aliens appear as yellow blobs which get larger as they approach you and shift one square at a time up the screen.

When the ships are large enough they can send teleport beams down to the planet surface to pick up the scientists. To prevent this happening you have a crosswire which destroys the ships when aligned with them.

There are 32 aliens to be disposed of and they appear across four screens along with red deflector shields. If you hit one of these you are disabled for several seconds and more people will be lost.

The four screens can be traversed by a nifty little scroll routine which does the unexpanded Vic proud. By holding down 'fire' and moving left or right you can scroll to a different section of the planet.

To help you pinpoint where the aliens and humans are there are eight indicators at the top of the screen, four green ones showing the numbers of aliens in the four sections and four blue ones showing the scientists' locations.

Good defenders can get large bonus scores for each scientist left on the planet and will move on to protect another batch.

But if all of your people are captured you'll be left with an unpopulated planet and a lot of explaining to do back home.

The action is a bit static except for the excellent scrolling and as with many unexpanded games has trouble providing much lasting interest despite its clever conception as a game.

Peter Connor

GAME: PSYCHO SHOPPER
MACHINE: VIC 20 + 8K
CONTROL: JOYSTICK, KEYS
FROM: MASTERTRONIC, £1.99

If you thought this would be an original game, relax – it's just another *Frogger.* The idea is to reach the supermarket. At the first stage this involves crossing a road with a granny in the middle – who is, of course, roaming from side to side hell-bent on your destruction.

The pedestrian crossings on the first screen flicker terribly though oddly enough the rest of the screen does not. Control is difficult as well and it is all too easy to get caught on the island in the middle of the road.

Using the crossings, you must avoid the granny and pick up five 10p pieces to escape to the road on the second screen. Here inflation makes five 20p pieces necessary and you're faced with six lanes of traffic and two old ladies.

The third screen has a railway track; avoid the trains and a whole army of old ladies to collect 50p pieces (inflation again!) and you can then reach the supermarket.

Collect all your groceries, head for the checkout and, what do you know, the old dears are here again. There is a time limit on every screen but even so, the game doesn't provide much of a challenge.

The cost is the obvious thing in the game's favour but mere price cutting doesn't make for a good game. The graphics are very jerky and what sound there is seems very restricted – I suppose you get what you pay for.

Mastertronic's claim that this is a 'second generation' game is extravagant to say the least. If this really is the second generation of programmers I hope we don't see a third.

Mind you, I wish my granny could move at that speed....

Simon Chapman

GAME: MAX
MACHINE: VIC 20 UNEX
CONTROL: JOYSTICK, KEYS
FROM: ANIROG, £4.95

Q*Bert has become a small, furry creature with nine lives called Max. He bounces around a 28-square pyramid changing its colour while being pursued by Coily the snake.

The game is very fast and the second screen is diabolically difficult since bouncing on a square a second time returns it to its original colour. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	1
LASTING INTEREST	6
OVERALL	6

GAME: LUV BUG
MACHINE: VIC 20 + 3K/8K
CONTROL: JOYSTICK
FROM: THOR, £5.95

Love is a many splendoured thing...unless you are being chased by Bionic Bertha in a *Popeye*-type game.

On a deserted harbour front Cuddley Dudley is trying to catch the kisses blown by his sweetheart Luscious Lucy (who looks like Olive Oil on the cassette inlay and a sign on a ladies loo in the game). However, Bertha, your jilted, overweight ex, is out to inflict some GBH on her lost love Dud.

You have to catch 16 pink hearts which float gently down from the top of the harbour. If you let your kisses sink through the floor it breaks Lucy's heart and you lose a life. Being caught by your old flame and her rolling pin also costs you a life.

There are four levels to move about

IC 20 • VIC 20 • VIC 20 • VIC 20

PANEL POINTS

The idea behind this game is original, but the graphics are very plain, with only the shapes of the bricks and your man being defined. Animation of your man is limited and rather jerky.

Sound is fairly awful, with only the occasional burst of noise as you meet your end and beeps when your player moves.

If you have ever watched skin appear on custard you will know how boring this game is. My favourite part was switching off.

Steve Spittle

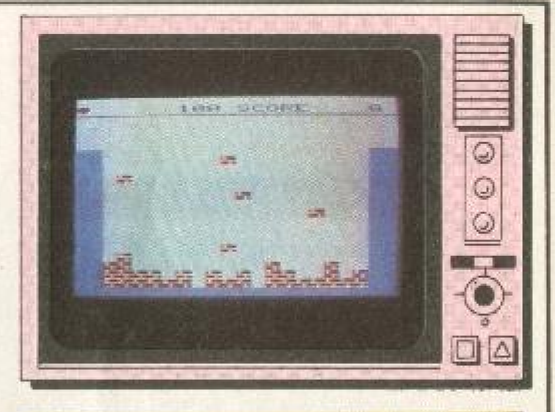
An interesting one this. A good idea badly implemented. I found it rather dull with boring graphics and practically non-existent sound.

The same game idea on a micro with a larger memory would allow for better graphics and sound, and also added features. As it stands though, I have to give *Bricks* the thumbs down.

Jeremy Fisher

First impressions are deceiving with this game. It looks plain, has no dazzling features, but is really quite addictive for a 3.5K game.

The fact that it is so simple is what draws you to it again. **Tony Takoushi**



GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

PANEL POINTS

The game concept is uninspiring to say the least – flying a cross into yellow blobs is not going to set most people's pulses racing.

The game is not bad considering it's on the expended machine but it is very unrewarding to play since collisions are against my video gaming nature.

The surface display is good with some clever detail on it of bases and towers and the scrolling screen is nice and smooth.

It's all rather simple though and won't interest anyone for long.

Bob Wade

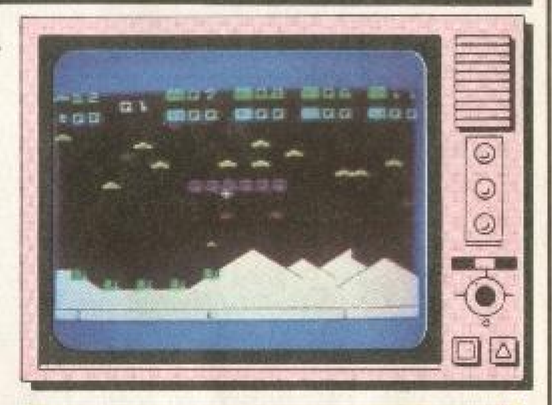
This is a very lack-lustre version of *Defender*. Instead of firing at the aliens you just have to bump into them. You are supposed to protect the scientists who are preparing the planet for colonization.

The graphics are a mixture of small uninteresting aliens and large, block-like buildings.

Sound is very basic and consists of a piece of uninspiring music and a few shots of white noise.

It's a terrible game. How did they do it?

Steve Spittle



GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

PANEL POINTS

The first two screens are a very interesting twist on the old favourite *Frogger*, but they provided enough of a challenge to stop me getting any further.

Unfortunately the movement was rather flickery, but this did not really make the game any less enjoyable. Overall the graphics were clear and colourful.

The tune accompanying the game was very pleasant, and the other sound effects were also good, with plenty of beeps and bangs accompanying the play.

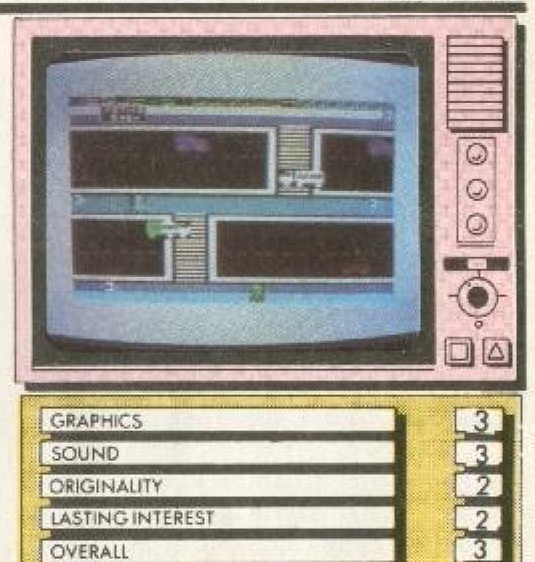
The game was really addictive and I wanted to return to it again and again. Its four different screens provide a long-lasting challenge... and for just £1.99!

Steve Spittle

Why on earth this program needs 8K of expansion is beyond me.

The game is slow, boring and looks terrible. The big point of a £2 price tag is significant to the extent that the game is substandard and holds no interest at all.

Tony Takoushi



GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

GAME: MAZE GOLD
MACHINE: VIC 20 UNEX
CONTROL: JOYSTICK, KEYS
FROM: VISIONS, £5.95

Be ready for the autorun instructions on this game because you can't stop them or go back to them.

You have to pick up bags of gold in a maze of deadly pillars while being pursued by monsters. There is no variety in the game except for an increasing number of beasts and the 'maze' is just random blocks. **BW**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

connected by ladders and steps but the top one is the only place where you can shake Bertha off your tail for long. Joystick control for climbing the steps is also difficult to master.

She is very persistent at dogging your path and therefore patterns of movement and kisses need to be learnt to succeed. This means the game becomes predictable and lacks variety where more screens would keep it interesting.

Completing a screen doesn't lead you to marital bliss but to the same harbour in which the kisses and Bertha are faster but you are slowing down.

Unfortunately, *Luv Bug* needs a bit more variation to keep me chasing after Lucy. **Bob Wade**

GRAPHICS	5
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4



ORIC • VIC 20 • ORIC • VIC 20

GAME: SPOOKY MANSION
MACHINE: ORIC/ATMOS 48K
CONTROL: KEYS
FROM: M.C. LOTHLORIEN, £6.95

You are in control of this little fella called Hugo First (staggeringly imaginative pun by Lothlorien, don't you think) who has somehow lost himself in a spooky mansion. There are seven rooms and Hugo, being a brave lad, decides to battle through them to defeat the Count instead of bolting for the door like a normal human being.

The first room provides a *Phoenix*-style shoot-'em-up where the aliens have been replaced by colourful bats. Hugo can jump and fire, as well as scuttle left and right. This screen's a bit simple for hardened mega-zappers and will be quickly cleared. But things get considerably tougher after this.

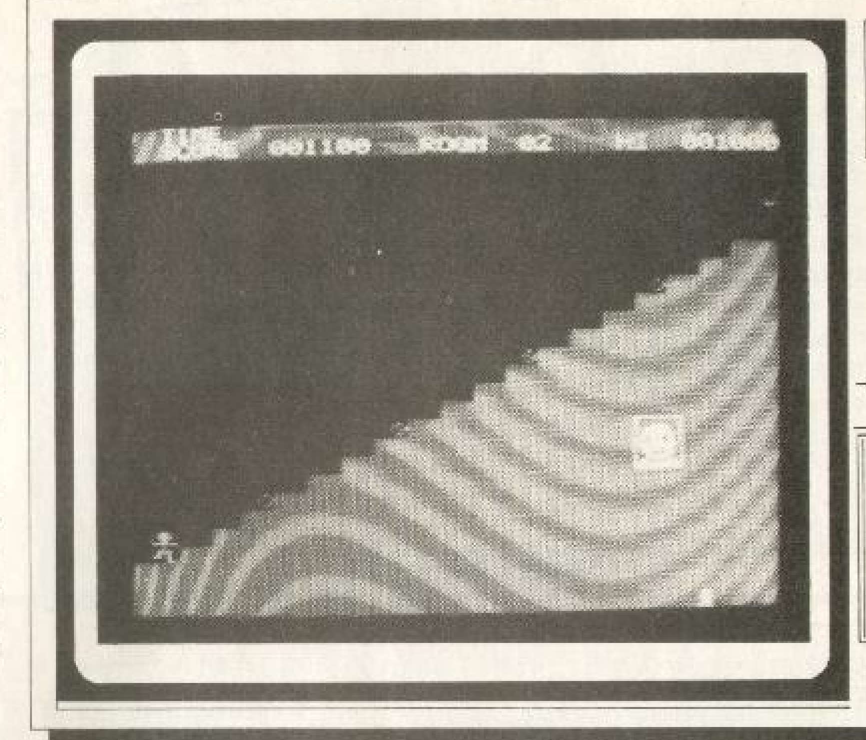
The second screen features an avalanche of boulders falling down a flight of stairs to crush poor Hugo unless you can make him jump at the right moment. If he manages to get to the top of the stairs he'll reach the third screen where he has to swing on a rope in true Hunchback style.

Unfortunately poor Hugo seems to be even less agile than Quasimodo and I'm ashamed to say I couldn't get any further.

Presentation of this game is above average. I especially liked the detailed loading picture which is like those found on Spectrum games. Extra features such as variable skill levels, variable volume and the hall of fame are all there.

However, the very loud introductory music is not affected by the volume setting and the Oric's spindly character set could have been improved. But these quibbles aside, *Spooky Mansion* is an addictive and challenging game.

Shingo Sugiura



● Climbing the dangerous stairway on the second screen.

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6

PANEL POINTS

Mansions appear to be all the rage these days but this one is certainly not a state-of-the-art stately home.

With only seven screens it won't trouble hardened arcade adventurers for long and the stages are straightforward enough.

The game is not all that bad though, providing a reasonable challenge, and considering the drought of Oric software will come as welcome relief to owners.

Watch out for the barrels on screen 2 because timing your escape is exceedingly hard.

Bob Wade

This game is addictive but can be exceptionally frustrating, especially if, like me, you can't finish the second screen.

The little bats and spiders aren't terrific – but then if you'd lived in a spooky mansion for God knows how long, you mightn't be terrific either. But I did think the game was well presented, with high score table, instructions and all, and a couple of bars of eerie music leading you into the game.

Gripping stuff – and I still haven't killed Dracula.

Samantha Hemens

GAME: SQUISH
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: PALACE SOFTWARE, £5.99

Bug squishing is the aim of this game which owes a lot to *Pengo* for its ideas.

You are a blue cross in the middle of a maze of green discs criss-crossed by some immovable black blocks.

You must push the discs around to try and crush the purple bugs that appear at the edges of the screen. There is no limit to the number of green discs you can push about but trapping the pests is no easy matter.

The bugs can also move the discs but cannot crush you. Your demise is brought about by the arrows, or bug stings, that the mauve monsters throw at you. These also destroy the surrounding greenery which makes hiding harder.

Movement is jerky and the characters cannot go diagonally, but the action is fast. It's difficult to keep track of the bugs since their colour doesn't stand out.

As you progress to more of the 20 screens the number of six-legged beasties increases – and on some they are invisible and have to be spotted by their disc moving.

Like Palace's other offering this month the game looks unimpressive at first but it will grow on you. The key is to get to grips with the tactics rather than go on an orgy of random squishing. **BW**

GRAPHICS	4
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

GAME: MINITRON
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: ANIROG, £4.95

Robotron in 3.5K...'Impossible!' I hear you cry – and you're right. That's why this version is called *Minitron*.

The characters are chunky and the robots overlap badly as they pursue you and the humans around. You automatically shoot in your direction of movement, but unfortunately there's only one species of robot enemy for you to blast.

The game is easy except at the start of a wave and I clocked up 500,000 in no time at all. More memory is needed to make this game really good. **BW**

GRAPHICS	5
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4



ODORE 64 • COMMODORE 64

GAME OF THE MONTH ★ GAME OF THE MONTH ★ GAME OF THE MONTH

100 screens of zany zapping!

Here it is folks, the one you've all been waiting for ... the latest from Jeff Minter. As usual with this famous animal lover, it's different from anything yet seen. It's a game you will either love or hate – and either way you'll go wild about it.

The basic scenario is simple; you are Ancipital, a two horned, goatlike, superbly-animated beast, and have to travel through 100 rooms containing various enemies and puzzles ... that's it! But getting right through the 10x10 grid of rooms in one sitting is like trying to get a mutant camel through the eye of a needle.

Each room is a separate screen with four walls which Cippy can walk along and jump between. Doors can be found in most walls allowing you to pass into adjoining sections.

The procedure for doing this is different in every location but follows several basic patterns.

Most doors can be opened by shooting a particular enemy which will fall to the wall you are standing on and dislodge a shield from it. When enough hits are made, indicated by arrows which change colour with each hit, the gap will appear.

You may not be able to pass through it straight away, though, since there is a time limit to survive on each section before the door will be activated.

Other doors can be opened by camel keys or by passing through already blasted objects. However you need to open all the doors without leaving a room since the aliens will not reappear if you re-enter and you will not be able to open any more walls.

If in real trouble you will find there is a help screen available for each room giving hints on what to do, but don't expect too many complete giveaways.

The characters are the usual motley Minter crew with animals everywhere, including Rory the guinea pig (a new star), anti-smoking and CND waves; hippies, and much, much more. There's a different collection in each room!

The first screen presents you with some apples bouncing around. You'll find you're firing weird ammunition – bananas!

You have to shoot the green apples with your bananas. The apples turn to apple cores and fall to destroy the shields.

There is a wave based on the recent TV series 'V' and frequent appearances are made by Neil (from The Young Ones), who

PANEL POINTS

Being a fan of the Minter style of gaming, I really enjoyed playing *Ancipital*. It has all the elements of a good shoot-'em-up and still requires that extra element of thought.

It takes a little time to realise the tactics needed for certain screens, but this all adds to the lasting interest.

The presentation is very good, although I did find the accompanying drum beats a little tiring at times.

Yes, Mr Minter, you've done it again. I think *Ancipital* will be even a bigger hit than *Revenge*.

Tony Takoushi

My favourite screen was that starring Rory the guinea pig. Shoot him and he savages you!

I also liked the moving, starry background, and the way the ancipital moves round the screen.

The huge variety (and comic nature) of the aliens makes for great entertainment. But the action is so fast, you often don't know when you've hit one – or when they've hit you. I found this aspect slightly unsatisfying, but if you liked *Revenge* this won't bother you at all.

The provision of the help screens is a major plus. Without these the game would cause many people considerable frustration.

Chris Anderson

The zapping and the controls both introduce new elements, but they don't take long to get used to and they certainly enhance your enjoyment. You have to work out in each room exactly what you have to do to get out; it's not just a question of doing the same thing 100 times.

Peter Connor

GAME: ANCIPITAL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: LLAMASOFT, £7.50

GRAPHICS	9
SOUND	7
ORIGINALITY	9
LASTING INTEREST	10
OVERALL	9

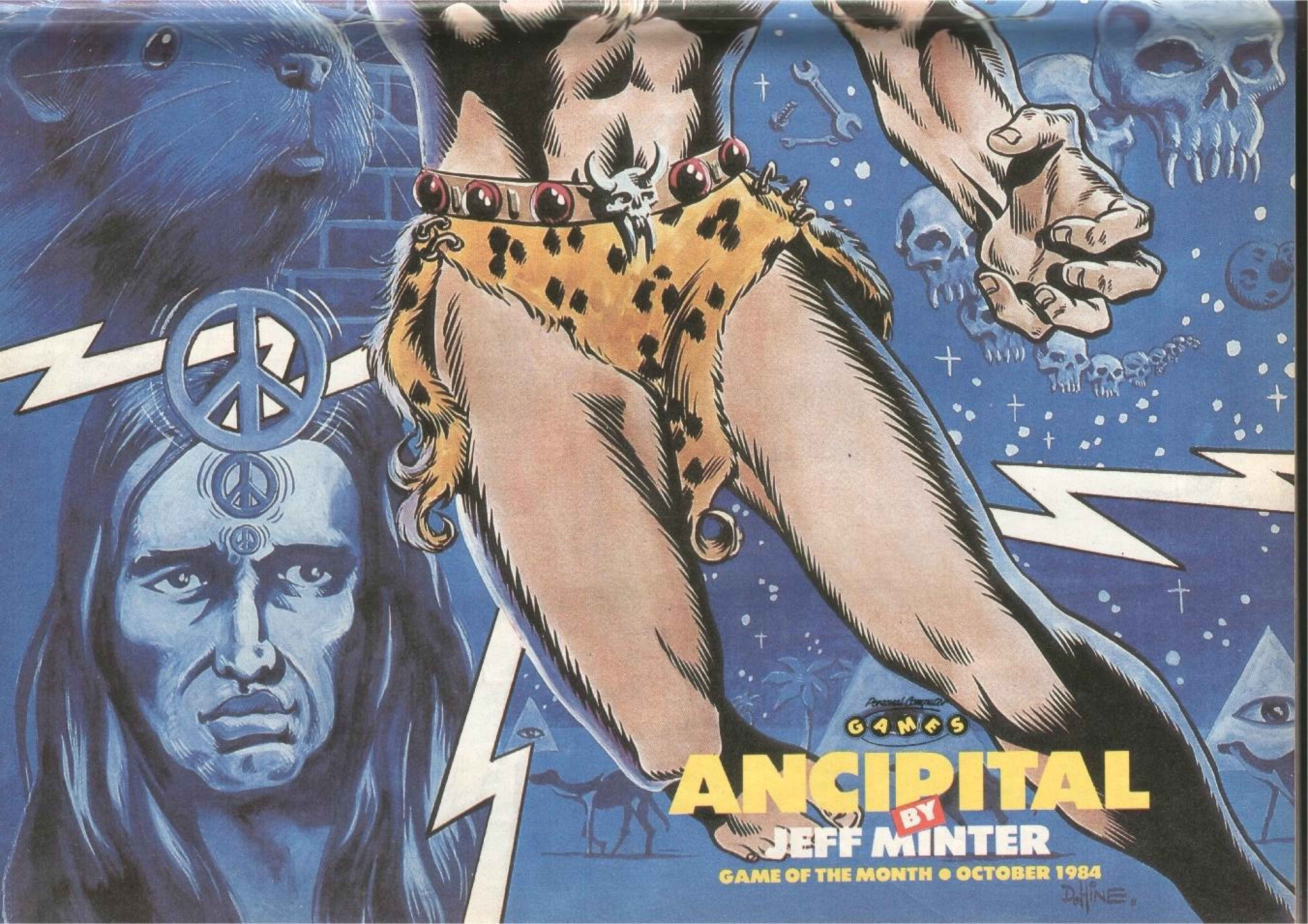

The white camel key on the 'No Smoking' screen


Fighting sheep and hippies








Personal Computer
GAMES
ANCIPITAL
BY
JEFF MINTER
GAME OF THE MONTH • OCTOBER 1984
Dolphine

usually has to be shot. The camel keys are dotted around the place and need to be picked up before doors marked with a coloured camel can be unlocked.

The screen titles have obviously been plucked from the depths of some alien imagination and incude 'Not a bread-head', 'Stargoat', 'Rory wins the cup', 'Strap me to a …', 'Metagalactic Ancipital', and 'Neil's refreak'.

Controlling Ancipital takes some getting used to as he hops from wall to wall. The thing to practise is doing right-angled turns where you have to move forward, fire, then move left or right.

Firing is pretty odd as well since Jeff has employed what he calls 'demand firing'. This effectively means that the more accurate you are with your blasting, the more bullelts you will get to fire.

For the technically minded, the program uses a sprite-swapping routine which shares the '64's eight sprites between Ancipital's shooting and his targets.

This results in you having tons of bullets at one moment and none the next. Also the number of enemies will increase or decrease in inverse proportion. It may sound complicated but it works beautifully well.

You are supplied with plenty of lives to begin with but as your camel strength gauge diminishes you will lose them rapidly under the intense pressure of attack.

It is not just the usual Minter shoot-'em-up because you have to actually think about this game. The action is as frantic as ever and the ideas individualistic and original.





● Rory the gruesome guinea pig



● Spanners have to be 'nutted'!



● Turn the apples into cores with your banana bullets

One word of warning: the game is really freaky and there are bound to be some of you out there who will hate it. But most people are going to spend many a happy day discovering yet another classic Minter game. **Bob Wade**

Minter's animal magic

Jeff Minter is every bit as extraordinary as the games he creates. Hippy hairdo, bizarre sense of humour, and so much energy it's exhausting just to be near him. *Ancipital* is the result of two months intensive programming. 'The main character – half-man, half-goat – comes from *Sheep in Space.*'

'I just loved its animation, so I thought it needed a game of its own. Also I wanted to experiment with artificial gravities – have him walking on the walls and ceilings, you can do a lot with that.

'And, since everyone loved *Revenge of the Mutant Camels,* I wanted to do a follow-up, but one which had more depth. I've admired games like *Atic Atac,* so I thought I'd do my own arcade-adventure. But hopefully it's one that will still appeal to my shoot-'em-up fans.

'One thing I haven't included this time is a screen-scrolling routine. That's because everyone else is now writing screen-scrolling routines. It's no longer original.' The lack of originality of other software houses provokes a change of subject at this point as Minter lets off steam against the copy-cats.

Minter is now 22, but his passion for computer games hasn't abated one iota. He now has three arcade consoles at his home in Tadley, Hampshire –*Tempest, Star Wars II* (sit-in model) and, his latest, *Star Gate,* which he was hammering away at in between writing attack waves on *Ancipital.*



● Manic Minter relaxes on his laid-back bike

His other interests include ski-ing, running and cycling – he's the proud owner of a horizontally-ridden bike which is supposed to be one of only three in the country.

Soon after *Ancipital*'s release, scheduled for mid-September, Minter flies off to Peru for an encounter with llamas, his favourite quadropeds. After that, work starts on another game. 'I haven't decided what to do yet. But I quite like the idea of basing a game around a wildebeest.'

Llamas, camels, sheep, man-goats, and now wildebeest. The big question is: will Minter one day run out of hairy animals?

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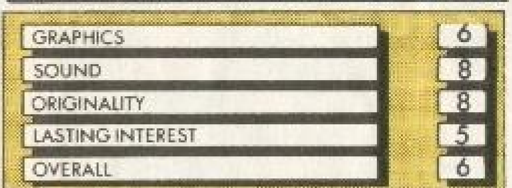
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GRAPHICS	6
SOUND	8
ORIGINALITY	8
LASTING INTEREST	5
OVERALL	6

GAME: B. C. BILL
MACHINE: SPECTRUM 48K
CONTROL: KEYS, PROTEK, KEMP, SINC, FULL
FROM: BEAU-JOLLY, £5.50

Tired of shoot-'em-ups? Then try this original offering from Beau-Jolly – the first club-'em-down!

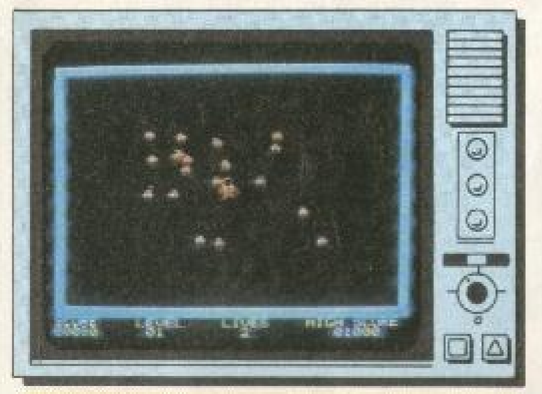
You control B. C. Bill, an endearing little caveman, all hair and nose, in his attempts to start a dynasty.

Firstly he needs some wives. These are acquired by romantically knocking to the ground any innocent female unfortunate enough to wander on-screen. Back at the cave they start producing children at an alarming rate, and as the seasons quickly pass Bill desperately struggles to feed them.

All manner of strange creatures inhabit the area (one looks disconcertingly like a hamburger on legs!) and can be clubbed for food. However you are in competition with marauding dinosaurs, who are also partial to a little caveman!

In all this mayhem you must keep your family from starving for as long as possible, receiving bonus points for any child reaching maturity.

The background screen is nicely drawn with the cave in a corner and smouldering volcanoes in the distance.



GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5

GAME: ATTACK OF THE CYBERMEN
MACHINE: ORIC
CONTROL: JOYSTICK, KEYS
FROM: IJK SOFTWARE, £7.50

Before all you Dr. Who fans rush out to buy this latest game from IJK, let me tell you that it has nothing to do with the Doctor's old arch-enemy.

Instead the aim is to make Percy destroy all the Cybermen who swarm towards him in great numbers. He fires automatically in the direction he's moving and must avoid contact with any of the monsters or with the very annoying deadly bouncer.

All you arcade junkies will now have realised that this is a version of the William Electronic classic mega-spectacular *Robotron*, but before you go after the Dr Who fans to buy this game, please note it is a very watered down version.

Graphics are poor even by Oric standards and there aren't half as many meanies as in the original. The realistic explosions that were almost a trade mark of William Electronic games have gone. Nice addition is that on each alternate screen, you have to guide Percy through obstacles to his home and the excellent background music is al-

GAME: KABOOM!
MACHINE: ATARI 400, 800, XL
CONTROL: JOYSTICK
FROM: ACTIVISION, £29.95

This game was the 'Winner of the 1982 Arcade Alley Award', which just goes to show that things have moved on a lot since then.

Not that it's a bad game. The scenario – a Mad Bomber dropping fizzling projectiles which you must catch in your buckets – is amusing and the graphics are pretty good. But there's just not enough to do to keep you interested. Given the price you might justifiably expect a lot more. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4

GAME: MASTERCHESS
MACHINE: AMSTRAD
CONTROL: KEYS
FROM: AMSOFT, £8.95

Mikrogen's chess program was good value on the Spectrum and has lost none of its virtues in making the move over to the Amstrad.

Although the display colours – orange and dark brown squares – are not perhaps the best they can be easily changed to something the player finds more acceptable.

There nine levels of play and at the fourth the computer plays a good game with a very quick response. All the other usual options are there and chess-playing Amstraders will have to find a few good moves to win. **PC**

GRAPHICS	6
SOUND	NONE
STRENGTH OF PLAY	5
OVERALL	5

GAME: BUCK ROGERS PLANET OF ZOOM
MACHINE: COLECO ADAM
CONTROL: JOYSTICK
FROM: COLECO, FREE WITH MACHINE

Buck Rogers' Planet of Zoom is the first super game-pack for the new Adam home micro from Coleco.

Your mission is to get to the planet of Zoom before an alien force devastates the planet. Your problem being that fleets of alien spacecraft try to keep you from getting there.

There are ten different screens of action to battle through. These include encounters in a trench, space, a bridge, the planet and a space warp. In all the battles the alien craft attack in formation whilst you have to dodge and weave between obstacles.

Some careful judgement is needed as the walls or towers appear in the distance. You have to see where the gap is going to appear, blast the aliens in your way and then use split-second timing to swerve onto the safe route.

Your craft can thrust faster through each sector whilst zapping the aliens. If the number of aliens in a sector are destroyed in the time limit for the screen a special bonus is awarded.

Unlike most arcade games you must survive for a set time limit before going on to the next screen, and there is a tendency to sneak a look at the clock!

If you complete all ten stages you start over on a new mission with the aliens attacking in a faster, more intelligent pattern.

Whilst there are many screens of action the scrolling is very jerky. The use of colour is very good and real skill is needed for the higher levels of play. The characters are quite well defined but because of the jerky action they seem blocky.



All the characters move smoothly and are very well animated –Bill's clubbing motion is incredibly realistic. Sound too is impressive, far removed from the Spectrum's normal plaintive beepings, with some excellent tunes being played.

Control is no problem either. A wide choice of joysticks or sensibly placed control keys is offered.

However, I do have one major reservation in recommending this game. There is only one screen with a limited variety of action and its long lasting appeal is doubtful.

Still, B. C. Bill is a nicely presented, programmed, and packaged game worth looking at. **Peter Walker**

PANEL POINTS

I like the title screen, but the rest of the graphics weren't too appealing. Trying to get the perspective is hard. It's also difficult to control the caveman. But it's a nice, original concept and could have been a very good game.

Tony Takoushi

I really liked the intro music – very impressive for a Spectrum. But control of Bill is extremely tricky. I also have serious doubts about the lasting interest. There's quite a lot to do, but it all happens on a single screen.

As for the morals of the game, they're disgraceful. You go round clubbing women over the head, and then drag them off to your cave, knowing that it's only a matter of time before they starve. Might appeal to a simple-minded male chauvinist pig.

Chris Anderson

No comment

Samantha Hemens

I just didn't find it especially appealing or addictive. Strangely the 12-year-old sister of a friend of mine loved it, and cleared seven or eight levels.

Rob Patrick

ways different.

This game includes a joystick option, variable sound level and the obligatory hall of fame feature.

However, there are quite a few bad points as well. There is no loading screen, freeze option or quit option. The original spindly character set has been used and the pause between successive screens is far too long.

I'm sure all Oric owners are as keen as I am to get a good version of *Robotron* and get down to some really great zapping. You may find this half fits the bill – but wait a little longer and maybe there'll be a definitive Oric version.

Shingo Sugiura

PANEL POINTS

The first screen's a pretty enjoyable blast in the *Robotron* mould. The bouncing circle which flies around makes it pretty difficult, especially as your own movement is rather sluggish. Other screens were less fun. Best thing about the game was the intro music – the best version of Bach I've heard on any micro.

Peter Connor

The game obviously does not attempt to be a direct copy of *Robotron* despite having the same basic scenario.

The characters are smooth moving even if you do look like you've got piles as you walk.

The bonus screen is pretty basic but difficult to complete and seems to be an effort to get away from the *Robotron* label the game inevitably gets.

Bob Wade

Percy, your character, is particularly endearing with his little chunky body and huge grin. However, the Cybermen look more like manic blobs (perhaps this is the face of aliens to come). The sound isn't enthralling but the bonus screen adds a little something and I must admit I quite enjoyed seeing Percy wipe the screen clean.

Samantha Hemens

GAME: HORACE GOES SKIING
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MELBOURNE HOUSE, £5.95

Horace once again has to do some nifty car dodging – this time to collect his gear from a ski shop. The traffic moves at random so sometimes the road is almost empty and sometimes you face massive snarl-ups. Funnily enough, the most dangerous vehicles on the road are ambulances.

Once he's safely got his skis he's free to schuss off down a piste avoiding trees and trying to go through gates.

BW

GRAPHICS	5
SOUND	3
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	5

GAME: CODE NAME MAT
MACHINE: AMSTRAD
CONTROL: KEYS, JOYSTICK
FROM: AMSOFT, £8.95

If you like the wide open outer spaces and an engrossing, complex game *Code Name Mat* will not disappoint you. Faithfully converted from the Spectrum original, the game gives you control of the USS Centurion in mankind's battle against the Evil Myons. If you can find them you can give them a good zapping.

The graphics are strong, giving you a great feeling of being in deepest space. So combined with the many controls you've got a challenging game that will keep you you tied to your keyboards for light for light years on end. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8

As a first release it is not too promising but Coleco have considerably enhanced the new games about to be released, *Dragon's Lair* and *Donkey Kong Jr* (this being particularly good), so Adam owners will not have to wait too long for some of the best games for their micro. **Tony Takoushi**

GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	6

GAME: ROLAND IN THE CAVES
MACHINE: AMSTRAD
CONTROL: KEYS
FROM: AMSOFT, £8.95

Despite the most horribly out of tune music ever heard on a home computer – 'La Cucaracha', no less – this is a very enjoyable game.

You are stranded in an underground world of tunnels and ledges. The strange plants are mainly carnivorous and the local wildlife is a hungry pterodactyl with purple wings.

Luckily your little green legs are immensely powerful and enable you to jump enormous distances. Novices will generally leap straight into ptery's mouth, but a little practice gives you good chances of survival.

Very strange, though, that the game wasn't given the title it had on the Spectrum – *Bugaboo*. **PC**

GRAPHICS	8
SOUND	5
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

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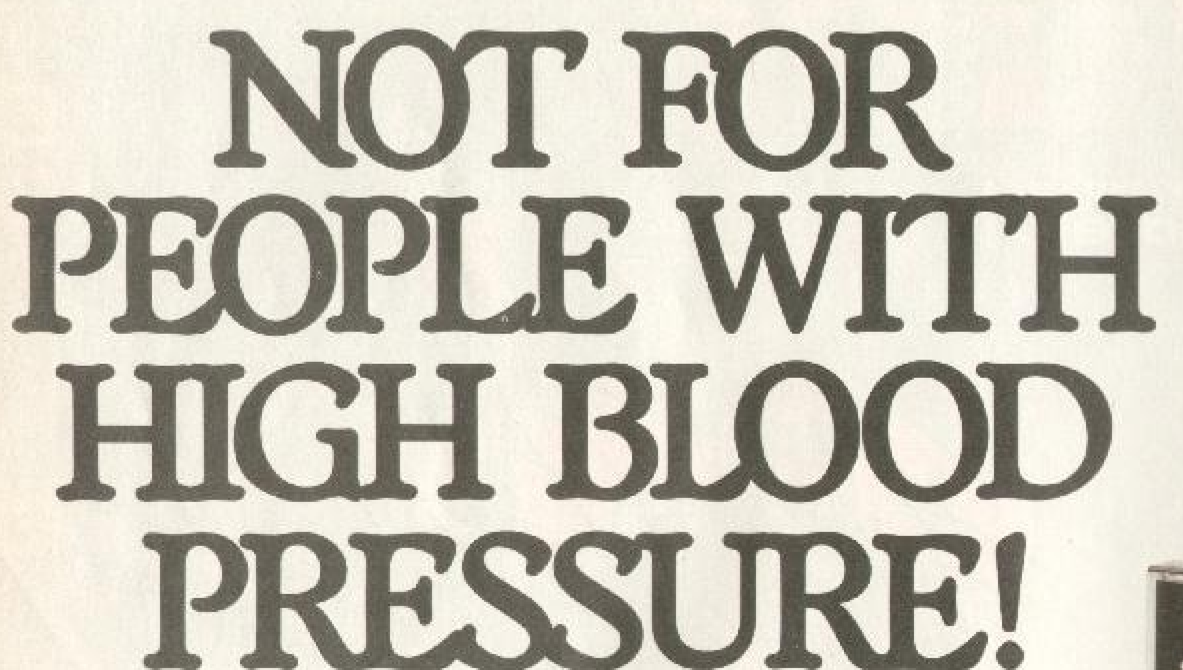
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EUROPE

By Kevin Toms

The face of Kevin Toms is one of the most familiar in the software industry since it peers out of Addictive Games advertisements for their hit game *Football Manager* – one of the few titles which has maintained high sales for over a year! We're delighted to have obtained *exclusively* this new football program written by him. He's used his programming flair to create an engaging game of bluff for two players.

Kevin writes: 'Each player controls several nations playing in the European Championship. At the start of each round, each player is allocated 40 points plus 5 for each of their teams – i.e. if you get three teams through to the semis you are allocated 40+5+5+5 = 55 points.

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```
  10 BRIGHT 0
  40 LET H$="  EUROPEAN CHAMPIO
NSHIP CUP    "
  50 DIM X(2): DIM J$(2): DIM G(
16): DIM U(2): DIM T(16): DIM R$
(4.10): DIM M(16): DIM P(16): DI
M P$(2,12): DIM S(16): DIM T$(16
.12)
  51 LET B$="            ": LET
U(1)=80: LET U(2)=80: LET ROUND=
0: LET I1=2: LET RO=1
  58 REM X(2)=SUCCESS POINTS.J$(
)=INPUT ARRAY,T$()=TEAM NAMES.M(
)=FIXTURE STORE(TEAMS  IN PAIRS)
.U()=PLAYER POINTS,P$()=PLAYER N
AMES.G()=TEAM GOALS.T()=TEAM POI
NTS,R$()=CUP ROUND,P()=OWNERSHIP
 SUBSCRIPT,S()=ROUND REACHED BY
TEAM
  59 REM B$=12 SPACES.ROUND="TEA
MS THROUGH TO" VARIABLE.I1=INPUT
 SUBSCRIPT.RO=ROUND IN CUP
  80 DEF FN R(X)=INT (RND*X+1)
 100 GO SUB 9000
 199 GO TO 1000
 200 POKE 23658.8: INPUT (O$); L
INE I$
 201 IF LEN I$=0 THEN  GO TO 200
 202 FOR O=1 TO LEN I$: IF ((I$(
O)>"@")  AND (I$(O)<"[")+(I$(O)
=".")=0 THEN  GO TO 200: NEXT O
 209 RETURN
 210 POKE 23658.8: INPUT (O$); L
INE I$
 211 IF LEN I$=0 THEN  GO TO 210
 212 FOR O=1 TO LEN I$: IF ((I$(
O)>"/")  AND (I$(O)<":"))+(I$(O)
=" ")=0 THEN  GO TO 210: NEXT O
 215 LET N=VAL I$
 219 RETURN
 220 POKE 23658,8: INPUT "PRESS
ENTER"; LINE I$
 229 RETURN
 230 LET I$=INKEY$: IF I$="" THE
N  GO TO 230
 231 IF INKEY$<>"" THEN  GO TO 2
31
 232 IF I$<"0" OR I$>"9" THEN  G
O TO 230
 233 LET I1=2/I1
 234 LET J$(I1)=I$
 235 IF I1=1 THEN  GO TO 230
 236 LET N=VAL J$
 239 RETURN
 300 INK 2: PAPER 9: CLS : PRINT
  INVERSE 1;"TEAMS THROUGH TO ":
R$(ROUND)
 310 PRINT ,,"TEAM","PLAYER",,,
 320 FOR J=1 TO 16: IF S(J)=ROUN
D THEN  PRINT T$(J),P$(P(J))
 325 NEXT J
 330 GO SUB 220
 399 RETURN
1000 PAPER 6: CLS : INK 2: PRINT
 "    EUROPEAN CHAMPIONSHIP CUP
  "
1002 LET O$="PLAYER 1 TYPE YOUR
NAME- ": GO SUB 200: LET P$(1)=I
$
1003 LET O$="PLAYER 2 TYPE YOUR
NAME- ": GO SUB 200: LET P$(2)=I
$
1010 FOR I=1 TO 16
1020 PRINT "TEAM ":I.T$(I)
1030 NEXT I
1040 LET J=1: FOR I=1 TO 16
1050 LET O$=P$(J)+CHR$ (6)+CHR$
(6)+"please choose a team number
- ": GO SUB 210
1060 IF N<1 OR N>16 THEN  GO TO
1050
1061 IF P(N)>0 THEN  GO TO 1050
1065 LET P(N)=J
1070 LET J=2/J
1080 PRINT AT N.0.,""
1090 NEXT I
2000 REM MATCHES
2010 INK 1: PAPER 9: CLS : PRINT
 H$: PRINT TAB 7;"DRAW- ":R$(RO)
2020 FOR I=1 TO 2^(5-RO) STEP 2
2030 LET M(I)=FN R(16): IF S(M(I
))<>RO THEN  GO TO 2030
2035 LET S(M(I))=0: LET J=P(M(I)
)
2040 LET M(I+1)=FN R(16): IF S(M
(I+1))<>RO THEN  GO TO 2040
2041 IF P(M(I+1))=J THEN  GO TO
2040
2045 LET S(M(I+1))=0
2050 PRINT ,,T$(M(I));" V ";T$(M
(I+1))
2060 NEXT I
2999 GO SUB 220
3000 INK 0: PAPER 6: CLS : PRINT
 H$
3010 FOR I=1 TO 2^(5-RO) STEP 2
3015 INK 0: PAPER 6: CLS : PRINT
 H$
3020 PRINT ., INK 2; PAPER 7;"MA
TCH ":(I+1)/2:" COMING UP....."
3030 PRINT ,,T$(M(I)):" V ";T$(M
(I+1))
3040 PRINT AT 14.0: FLASH 1;P$(P
(M(I))); FLASH 0,.T$(M(I)):" IS
YOUR TEAM",,,"YOU HAVE ":U(P(M(I
)));" POINTS LEFT"
3050 PRINT AT 20,0:"HOW MANY POI
NTS DO YOU WANT TO  GIVE TO THIS
 TEAM? ": GO SUB 230: PRINT AT 2
0,0:,,,,
3060 IF N>U(P(M(I))) THEN  GO TO
 3040
3070 LET T(M(I))=N: LET U(P(M(I)
))=U(P(M(I)))-N
3080 PRINT AT 14,0; FLASH 1;P$(P
(M(I+1))); FLASH 0,.T$(M(I+1));"
 IS YOUR TEAM",,,"YOU HAVE ";U(P
(M(I+1)));" POINTS LEFT"
3090 PRINT AT 20,0;"HOW MANY POI
NTS DO YOU WANT TO  GIVE TO THIS
 TEAM? ": GO SUB 230: PRINT AT 2
0,0:,,,,
3100 IF N>U(P(M(I+1))) THEN  GO
TO 3080
3110 LET T(M(I+1))=N: LET U(P(M(
I+1)))=U(P(M(I+1)))-N
3120 GO SUB 4000
3130 NEXT I
3140 IF RO=4 THEN  GO TO 5000
3142 LET RO=RO+1: LET U(1)=40: L
ET U(2)=40
3145 FOR I=1 TO 16: LET G(I)=0:
NEXT I
3150 FOR I=1 TO 16: IF S(I)=RO T
HEN  LET X(P(I))=X(P(I))+RO
3160 IF S(I)=RO THEN  LET U(P(I)
)=U(P(I))+5
```

UM • SPECTRUM • SPECTRUM





For the Spectrum 16/48K

to your teams. It is important that your opponent does not see how many points you are entering, as bluff is an important factor. (NB – When entering points for your team, the computer expects two digits – 5 should be entered as 05 and 0 as 00.)

'The winner of the game is the player who gains the most success points in the tournament. Alternatively, you could agree that the winner of the Cup becomes the game's winner.

'Please note: the italic p's in lines 5010 to 5030 are inverse spaces (Shift 8 in graphics mode).

'Finally, I would like to say that this is a swiftly written game that is fun to play. There is plenty of scope for improving it – e.g. a graphical match sequence, allowance for more than two players, an increase in the number of teams.

'Enjoy the game!'

```
3170 NEXT I
3300 INK 7: PAPER 1: CLS : PRINT
  INVERSE 1;"      TEAMS LEFT IN
THE CUP-     "
3310 PRINT : FOR I=1 TO 2
3320 PRINT P$(I),,
3330 FOR J=1 TO 16
3340 IF P(J)=I AND S(J)=RO THEN
 PRINT " ";T$(J)
3350 NEXT J
3360 PRINT : PRINT
3370 NEXT I
3380 GO SUB 220
3400 LET J=U(1)-U(2)
3410 IF J=0 THEN  GO TO 3600
3420 LET L=1: IF J<0 THEN  LET L
=2
3430 LET K=ABS (J/10)
3440 FOR I=1 TO K
3445 INK 7: PAPER 0: CLS : PRINT
  INVERSE 1;"  TEAMS OWNED BY ";
P$(L),"-------------------------
-------",,
3450 FOR J=1 TO 16
3460 IF P(J)=L AND S(J)=RO THEN
 PRINT J,T$(J)
3470 NEXT J
3480 LET O$=P$(L)+CHR$ (6)+CHR$
(6)+"YOU HAVE MORE TEAMS LEFT TH
AN    "+P$(2/L)+"-WHICH TEAM WILL
 YOUGIVE TO "+P$(2/L): GO SUB 21
0
3490-IF N<1 OR N>16 THEN  GO TO
3480
3500 IF (P(N)<>L) OR (S(N)<>RO)
THEN  GO TO 3480
3510 LET P(N)=2/L
3520 NEXT I
3600 GO TO 2000
3999 STOP
4000 PAPER 4: INK 9: CLS : PRINT
 "     MATCH ";(I+1)/2;" COMING U
P....."
4010 PRINT ,,T$(M(I));" V ";T$(M
(I+1))
4020 PRINT ,,"POINTS= ";T(M(I));
TAB 24;T(M(I+1))
4025 RANDOMIZE
4030 FOR J=1 TO 8
4040 LET K=FN R(81)-41+T(M(I))-T
(M(I+1))
4050 IF K>20 THEN  LET G(M(I))=G
(M(I))+1: GO TO 4080
4060 IF K<-20 THEN  LET G(M(I+1)
)=G(M(I+1))+1: GO TO 4080
4070 GO TO 4090
4080 PRINT T$(M(I));" ";G(M(I));
"    ";T$(M(I+1));" ";G(M(I+1))
4089 LET K=FN R(200): FOR O=1 TO
 300+K: NEXT O
4090 NEXT J
4100 PRINT ,, INK 1; INVERSE 1;"
   FINAL SCORE-   "
4110 PRINT T$(M(I));" ";G(M(I));
"    ";T$(M(I+1));" ";G(M(I+1)):
GO SUB 220
4120 IF G(M(I))=G(M(I+1)) THEN
LET G(M(I))=0: LET G(M(I+1))=0:
CLS : PRINT  PAPER 9: INK 2; INV
ERSE 1;"REPLAY---------": GO SUB
220: GO TO 4000
4130 IF G(M(I))>G(M(I+1)) THEN
LET S(M(I))=RO+1: LET S(M(I+1))=
RO: GO TO 4150
4140 LET S(M(I+1))=RO+1: LET S(M
(I))=RO
4150 IF RO<4 THEN  LET ROUND=RO+
1: GO SUB 300
4499 RETURN
5000 FOR I=1 TO 16: IF S(I)=5 TH
EN  LET X(P(I))=X(P(I))+5
5001 NEXT I
5002 BRIGHT 1: PAPER 2: INK 6: C
LS
5005 PRINT ,,,,,,,,,,
5010 PRINT TAB 10;"pppppppppppp"
,TAB 7;"pppppppppppppppppp",TAB
7;"p  pppppppppppp  p",TAB 7;"p
 pppppppppppp  p",TAB 7;"p  pppp
pppppppp  p",TAB 7;"pppppppppppp
pppppp"
5020 PRINT TAB 11;"pppppppppp",T
AB 12;"pppppppp",TAB 13;"pppppp"
',TAB 14;"pppp",TAB 15;"pp",TAB 1
5;"pp",TAB 15;"pp",TAB 15;"pp"
5030 PRINT TAB 11;"pppppppppp",T
AB 10;"pppppppppppp",TAB 10;"ppp
ppppppppp"
5040 PRINT AT 10,14; INVERSE 1;"
1984";AT 19,12;"EUROPEAN";AT 20,
12;"CHAMPIONS"
5050 FOR I=1 TO 16
5060 IF S(I)<>5 THEN  NEXT I
5070 FOR J=1 TO 12
5075 IF T$(I,J TO 12)=B$(J TO 12
) THEN  GO TO 5090
5080 NEXT J
5090 PRINT  INVERSE 1;AT 8,16-IN
T ((J-1)/2);T$(I,1 TO J-1)
5100 PRINT  INK 5; PAPER 0;AT 2,
0;P$(P(I));" IS THE CUP WINNER",
: GO SUB 220
5200 INK 6: PAPER 0: CLS : PRINT
 "----------SUCCESS POINTS-------
--"
5210 PRINT ,,,,P$(1),X(1),,,P$(2
),X(2)
5220 LET I=1: IF X(1)<X(2) THEN
 LET I=2
5230 IF X(1)=X(2) THEN  PRINT AT
 15,0; INK 3; PAPER 7;"*******TH
E GAME IS DRAWN*********": GO TO
8900
5240 PRINT AT 14,0; INK 2; PAPER
 7; FLASH 1,,,,"***";P$(I);" WON
 THIS GAME***",,,,
8900 LET O$="ANOTHER GAME (Y/N)?
": GO SUB 200
8910 IF I$="Y" THEN  RUN
8999 STOP
9000 RESTORE 9010: FOR I=1 TO 16
: READ T$(I): NEXT I
9010 DATA "ENGLAND","SCOTLAND","
WALES","N.IRELAND","W.GERMANY","
FRANCE","SPAIN","HOLLAND","DENMA
RK","ITALY","AUSTRIA","BELGIUM",
"RUSSIA","RUMANIA","YUGOSLAVIA",
"PORTUGAL"
9050 FOR I=1 TO 16: LET S(I)=1:
NEXT I
9100 LET R$(1)="ROUND ONE"
9110 LET R$(2)="ROUND TWO"
9120 LET R$(3)="SEMI-FINAL"
9130 LET R$(4)="**FINAL**"
9199 RETURN
```

PCG FOOTBALL TEST

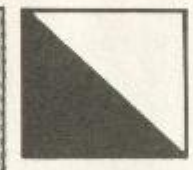
By Tony Crowther

Here's a great listing to help you train for the new season. It was written exclusively for us by programmer Tony Crowther who, within a few months, has built up a reputation as one of Britain's top game programmers. Titles to his credit include *Loco, Son of Blagger, Potty Pigeon*, and – reviewed in this issue – *Wanted: Monty Mole*.

Of course this listing is not comparable with Tony's commercial work, but it's a simple, enjoyable game which will test your skill – and stamina! The idea is to get a footballer to kick and head a ball as far as possible. To do this you have to hammer the Z and C keys as fast as you can (as in the arcade game *Olympics*).

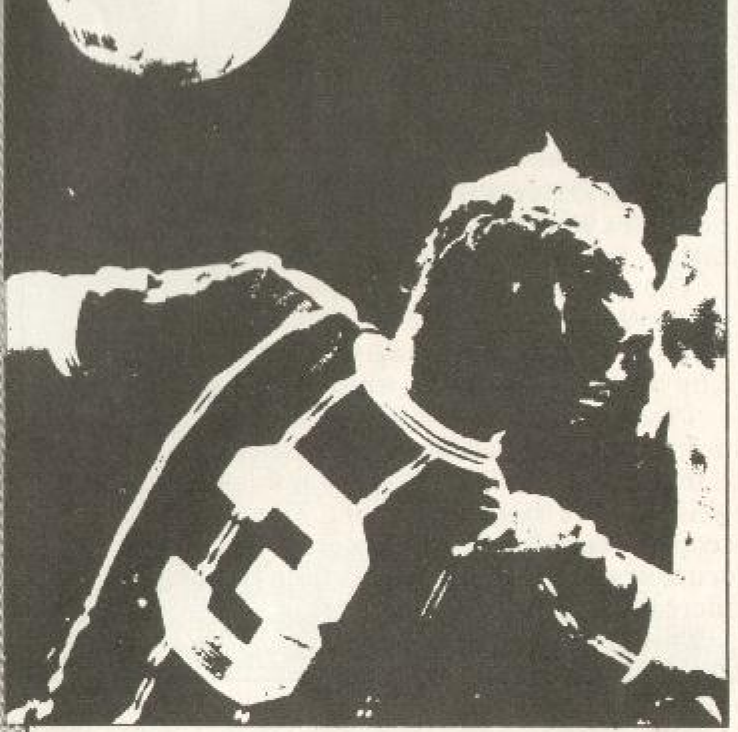
The faster you can get the footballer to run, the further he will kick the ball. After he's kicked it, he has to keep running and try to be in position to head the ball before it lands.

The scrolling graphics are surprisingly good for a listing. And if you get good, you'll eventually qualify for the Gremlin football team!



```
1 REM
  REM M AND W = XCO-OD OF MAN
2 REM
  REM SC= SCORE:HI(X)= HI SCORE
3 REM
  REM HI$(X)= NAMES (HI)
4 REM
  REM Q,D1,D2= VIC REGS.
5 REM
  REM L= SP/DATA: N= DISTANCE
6 REM
  REM A= SCROLL REG.: S= SPEED
7 REM
  REM
8 REM 1984 ALL RIGHTS RESERVED
  REM
9 REM PCG/GREMLIN GRAPHICS:TONY CROWTHER
  REM
```





For the CBM 64

Notes on entering the listing

Sometimes the Commodore graphics characters are hard to read. And if you're new to the '64 you may not know what they mean. This table should enable you to enter this listing without problems.

SYMBOL	LINES IT APPEARS IN	WHAT TO PRESS
Rvs heart	20,400,700,	Shift + Clear
Rvs spade	30	Commodore + 1
Rvs Q	30(x8),290,380(x5),400(x5), 490,500,510(x2),730,740,750, 760,771,780(x2)	Crsr down
Rvs diamond	40	Commodore + 7
Rvs R	50,70,790,810	Ctrl + Rvs On
Rvs arrow	50	Ctrl + 6
Rvs bar (vert.)	70,380,400	Commodore + 6
Rvs S	290,380,490,500,510(x2)	Home
Rvs bracket	290,380,400,490, 500,510(x2)	Crsr right
Block	710,820	Ctrl + 1
Rvs bar (hor.)	380,400,490	Ctrl + Rvs off
Half chess	720	Ctrl + 5
Rvs pi	730	Ctrl + 8
Triangle	771	Ctrl + 4
Rvs E	780	Ctrl + 2
Rvs X	790	Commodore + 3
Rvs circle	790(x2),820	Crsr up
Rvs C	831	Stop

```
10 POKE53248+33,11:POKE650,0:POKE53248+3
2,11:GOSUB550:POKE54296,15:GOTO850
20 PRINT"▟";:POKE53248+22,0
30 PRINT"▛''''''''''''''''''''''''''''''
''''''''''▇▇▇▇▇▇▇▇";
40 PRINT"▛┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬
┬┬┬┬┬┬┬┬┬┬";
50 PRINT"▇▇
          ";
60 A=0:B=53248+22:M=35
70 FORI=1TO5:PRINT"▇▇
                    ";:NEXT
80 POKE2040,128:POKE53248,M
90 POKE53249,117:N=0:L=128:POKE53251,132
100 POKE53248+21,3:Q=53248:D1=53250:POKE
D1,0:POKE2041,131:D=252:D2=D1+1
110 S=0:POKEQ+28,3:POKEQ+39,10:POKEQ+38,
0:POKEQ+37,1:V=Q+1
120 GOSUB490
130 S=1
140 GETA$:POKE198,0:N=N+S:IFA$="Z"ORA$="
C"ANDS<8THENS=S+.1:GOTO160
150 IFS>1THENS=S-.2
160 E=E+1:C=C+S:IFPEEK(197)=60THEN270
170 IFM>160THEN200
180 M=M+(S/2):POKEQ,M
190 GOTO210
200 GOSUB330
210 L=L+(S/6)
```

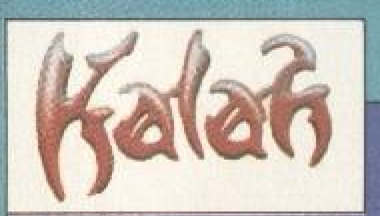
We've got the TALENT



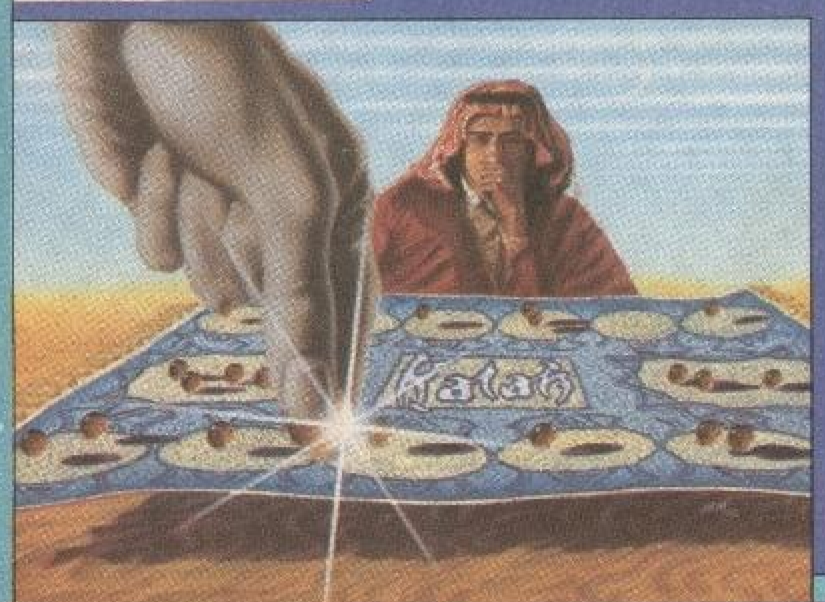
and our games prove it!

Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!

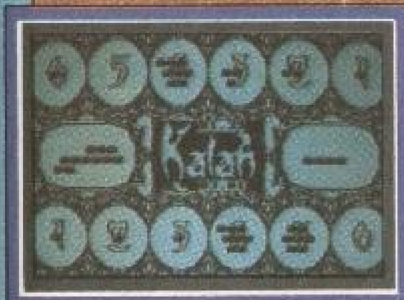
Written by professional computer scientists using powerful new programming techniques (which leave machine code standing), these games have pushed home micros to the very limit.















KALAH

One of the oldest games in the world! Originally played by Bedouins using pebbles and holes scooped in the desert sand, this strategy game has absorbed the mind of man for thousands of years. Superb graphics and music, with a choice of levels and depth of search. Easy to learn, fiendishly difficult to beat!

Commodore 64 Cassette £7.95 Disk £9.95

COMMODORE CASSETTES ARE 'FAST LOAD'

LASER REFLEX

A new angle in alien zapping! Against a brilliant backdrop of stars, you must defend your asteroid base from wave after wave of swooping mutating starships. Your defence – a powerful laser deflected against a giant mirror. How long can you hold out before your defences crumble?

BBC Model B Cassette £7.95
Electron Cassette £7.95

COMMODORE SOFTWARE WILL SHORTLY BE AVAILABLE ON COMPUNET

ARCHIPELAGO

Dare you venture into the ancient undersea labyrinths which link the islands of the Archipelago? Fabulous jewels await you there – but the guardians of the treasure mark your every move, waiting to deal a swift and terrible vengeance. How long can you survive?

A fast-moving, action-packed game with brilliant graphics, animation and music.

Commodore 64 Cassette £7.95 Disk £9.95
(joystick needed)

WEST

A compulsive adventure game set in a ghost town in the Wild West. Your task – to flush out a gang of bank robbers and retrieve their loot – with only your trusty steed and your six-shooter to aid you!

Test the speed of your draw, your skill at cards, your powers of survival!

The first of a stunning series of adventure games from Allan Black, played in real-time.

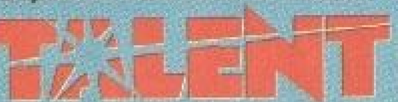
Commodore 64 Cassette £9.95 Disk £12.95
BBC Model 'B' (text only) Cassette £7.95
Electron (text only) Cassette £7.95

PANORAMA (H)

An outstanding graphics package for the Commodore 64. Features include: free-hand sketches, circles, ellipses, block move, copy and reverse, magnification choice of cursor, joystick or key control. PLUS texture definition and texture and colour fill. PANORAMA (H) uses the full colour facilities of the Commodore 64.

Commodore 64 Cassette £17.95 Disk £19.95

The programme is menu-driven and comes with a comprehensive illustrated instruction booklet.



Curran Building, 101 St James Road
Glasgow G4 0NS Tel 041 552 2128

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INSTANT CREDITCARD 24 HOUR ORDERING SERVICE TEL 041 552 2128

TO: TALENT COMPUTER SYSTEMS FREEPOST (no stamp required) GLASGOW G4 0BR

Please send me the following items

COMMODORE 64	Quantity		
PANORAMA (H)	—	Cassette	(£17.95) ☐
PANORAMA (H)	—	Disk	(£19.95) ☐
ARCHIPELAGO	—	Cassette	(£ 7.95) ☐
ARCHIPELAGO	—	Disk	(£ 9.95) ☐
KALAH	—	Cassette	(£ 7.95) ☐
KALAH	—	Disk	(£ 9.95) ☐
WEST	—	Cassette	(£ 9.95) ☐
WEST	—	Disk	(£12.95) ☐

BBC MODEL B	Quantity		
LASER REFLEX	—	Cassette	(£ 7.95) ☐
WEST (text only)	—	Cassette	(£ 7.95) ☐
ELECTRON			
LASER REFLEX	—	Cassette	(£ 7.95) ☐
WEST (text only)	—	Cassette	(£ 7.95) ☐

Total (includes postage and packing) ________

I enclose a PO/Cheque to the value of £ ________

Please debit my ACCESS/BARCLAY/TRUSTCARD ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

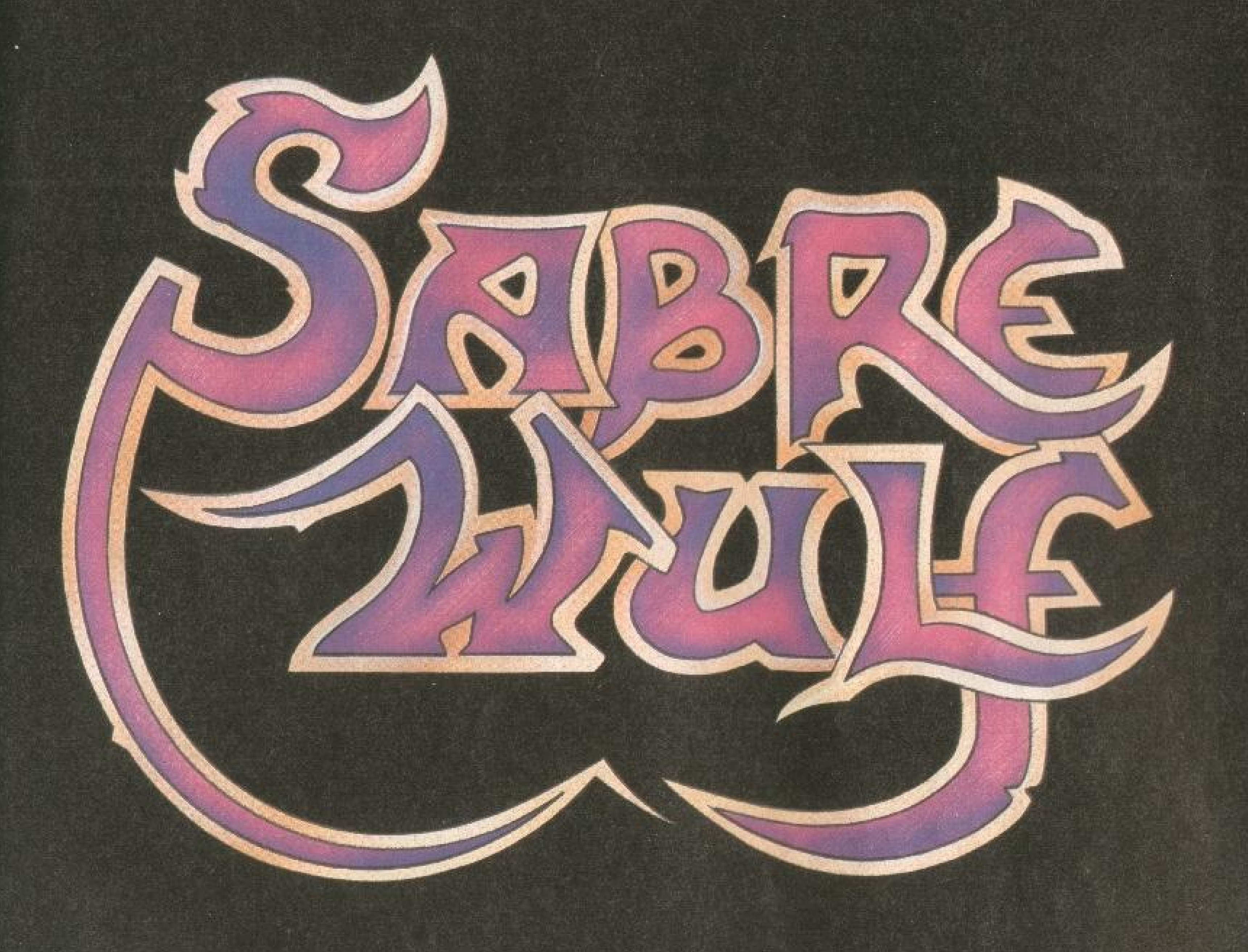
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SABRE WULF

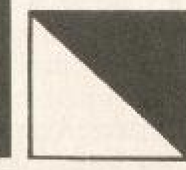
```
220 IFL<131THEN240
230 L=128
240 POKE2040,L:IFN>500THEND=D-(S/2):POKE
D1,D
250 IFN>680THEN290
260 GOTO140
270 FORJ=0TO2:POKE2040,128+J:FORI=1TO100
:NEXTI,J
280 IFN>651ANDN<667THEN300
290 POKE53270,200:PRINT"■■MISSED!":FORI
=1TO1000:NEXT:GOTO700
300 REM HIT
310 O=INT(S*10):S=4:N=0:P=7.9:J=0:Y=C/E:
K=128:D=1/(O/2):POKE53250,175
320 T=1:GOTO350
330 A=A-(S/2):IFA<0THENA=A+8
340 POKEB,A:RETURN
350 GOSUB470:N=N+1:K=K-(SIN(P)*2):IF INT
(P)=11 THEN 380
360 POKED2,K:P=P+O:IFK>131THEN380
361 IFW>164ANDW<175ANDK>115ANDK<120THEND
=D*1.2:P=7.9:IFD>.9THEN380
370 GOTO350
380 PRINT"■■■■■■DISTANCE"N/2"M SCORE"
;:SC=(INT(N*Y)):PRINTSC"PT."
390 FORI=1TO1000:NEXT:POKE53269,0:Q=0:PO
KE53270,200
400 PRINT"■■■■■■■DISTANCE"N/2"M SCORE"
;SC"PT.":POKE198,0
410 FORI=0TO4:IFSC>HI(I)THENQ=I+1:I=4
420 NEXT
430 IFQ=0THEN700
440 Q=Q-1:FORI=4TOQSTEP-1:HI(I+1)=HI(I):
HI$(I+1)=HI$(I):NEXT
450 HI(Q)=SC:INPUT"INPUT NAME";HI$(Q)
460 HI$(Q)=LEFT$(HI$(Q),10):GOTO700
470 W=PEEK(Q):IFW>30THENW=W-3
471 IFW>250THENW=250
472 GETA$:POKE198,0:IFA$="Z"ORA$="C"ANDS
<8THENS=S+.1:GOTO474
473 IFS>1.1THENS=S-.2
474 IF W<250 THEN W=W+S
475 POKE Q,W:L=L+(S/3)
476 IFL<131THEN478
477 L=128
478 POKE2040,L
480 A=A-S:IFA<0THENA=A+8
481 POKEB,A:RETURN
490 PRINT"■■■GET READY.":GOSUB540
500 PRINT"■■■ GET SET. ":GOSUB540
510 PRINT"■■■  GO . .  ":FORI=1TO200:NEX
T:PRINT"■■■                 "
520 POKE54276,0:POKE54277,6:POKE54273,50
:POKE54276,129
530 RETURN
540 FORI=1TO800:NEXT:RETURN
550 DATA0,60,0,0,232,0,0,234,0,0,232,0,0
560 DATA32,0,0,16,0,0,84,0,2,100,0,2,100
,0,0,100,0,0,106,0,0,252,0,48,252
570 DATA0,212,248,0,202,138,0,194,2,0,0,
2,0,0,4,0,0,4,0,0,12,0,0,15,0,0
580 DATA0,0,0,60,0,0,232,0,0,234,0,0,2
32,0,0,32,0,0,16,0,0,100,0,0,150,0,0
590 DATA148,0,0,100,0,0,248,0,0,252,0,0,
240,0,0,160,0,13,168,0,14,170,0,0
600 DATA128,0,1,0,0,3,0,0,3,192,0,0
610 DATA0,0,0,0,60,0,0,232,0,0,234,0,0,2
32,0,0,32,0,0,16,0,0,100,0,2,148,128
620 DATA2,86,0,2,84,0,2,252,0,2,252,0,0,
240,0,0,170,12,0,34,140,0,160,48
630 DATA6,160,0,52,0,0,48,0,0,12,0,0,0
640 DATA0,0,0,1,0,0,5,64,0,5,64,0,1,0,0,
0,0,0,0,0,0,0,0,0,0,0
650 DATA0,0,0,0,0,0,0,0,0,0,0,0,0
660 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
670 DATA0,0,0,0,0,0,0,0,0,0,0
680 FORI=0TO4*64-1:READA:POKE8192+I,A:NE
XT
```







```
690 RETURN
700 POKE53269,0:PRINT"■";:POKE198,0
710 PRINT"              ■PCG FOOTBALL TEST
720 PRINT"    ■BY T.CROWTHER : IN JUST OV
ER 3K
730 PRINT"■ ■ IDEA IS TO QUALIFY FOR THE
 GREMLIN
740 PRINT"■FOOTBALL TEAM. TO QUALIFY YOU
 MUST SCORE";
750 PRINT"■             OVER 1999 POINTS
760 PRINT"■      KEYS 'Z' AND 'C' FOR RUN
770 PRINT"              'SPACE' TO KICK BALL
771 PRINT"■■          RUN : KICK : HEAD THE
 BALL
780 PRINT"■                ■ -HALL OF FAME■":
QQ=0:B$="                    "
790 PRINTB$"■■  QUALIFIED   ":PRINT"□WORL
D":PRINT"RECORD ---□"
800 FORI=0TO4
810 IFHI(I)<2000ANDQQ=0THENQQ=1:PRINTB$"
■■NOT QUALIFIED"
820 PRINTTAB(9)"■"HI(I):PRINT"□"TAB(17)"
■"HI$(I):NEXT
830 GETA$:IFA$=""THEN830
831 IFA$="■"THENEND
840 GOTO20
850 FORI=1TO4:HI(I)=100:HI$(I)="GREM GRA
PH":NEXT
860 HI(0)=2001:HI$(0)="T.CROWTHER"
870 GOTO700
```





TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

MINTER ON REVENGE

Llamasoft's *Revenge of the Mutant Camels* was an exclusive Game of the Month in our February issue. Over six months later it's still probably the most popular Commodore 64 game around, so we're proud to present another exclusive: tips on playing the game by its programmer, cult figure JEFF MINTER.

The first step towards becoming a *Revenge* adept is to understand the nature of the game's design and its differences from normal games.

Revenge was born out of a desire to follow up on my original *Camel* idea and also a certain admiration for the *Miner* type of game (e.g. *Manic Miner* and the first and best of this genre, Bill Hogue's *Miner 2049er*).

What I admired in these games was the multi-level structure. However, both these games suffer from the same fault: the learning phase is often so repetitive and frustrating you want to throw the joystick through the screen. You'd be near the finish of a screen, make one mistake, and *ZZZAP!!*...start all over again. Half an hour of this and you're ready to freak out.

So in *Revenge* I wanted to create the weirdest game – the freakiest design – multi-level, in-jokes, the whole bit. I also wanted to create a game where even a beginner could get a good five minutes' play, but where an expert could play for hours, zapping the highest bonuses and blowing the minds of lesser players.

Learning to 'feel'

A new player walks up to *Revenge*. Never played before, he grabs the stick and hits the Fire. Sees this crazy camel, jumping and flashing like Day-Glo as he waggles the stick. Bashes a few creepies but, oh, no...!, it doesn't matter – just loose a few shield units and play on. Loses his first beast, but by now he's learning the *feel* of the game, and besides, only 2km to the next zone, and by now he can knock 'em down real good...



So to the beginner, learning *Revenge* is fairly painless. There's no blam, blam, blam, "Game Over Player One" and what the heck was that anyway? You can relax, get the feel, do a few waves, go with the flow.

For the expert, there are advantages, too...you can try some weird new method out and not blow the whole game if it doesn't quite work. Remember that *Revenge* is *forgiving*. It inspires *confidence*.

Learn the keys

All this freedom makes it easy to settle down to learning the waves – the key to true *Revenge* mastery. **First** learn *survival* – where to go, what to shoot and what NOT to shoot on each wave, so as to lose less shield and thus progress as far as possible into the game. Then, as the game becomes more familiar and you get more in synch with what's going on, learn **high scoring plays** – find out what to hit for max points, and *go for it*. An advanced *Revenge*-head can turn the million before completing the waves for the first time, because he knows the big prizes, the power-plays which bring in the booty. **Know your enemy** – learn the safe spots, the easy meat, the prime targets of each wave and you are on the Way, the long path of learning, and soon you'll pass the million, keep on going, forcing it, on, on into the depths of Level Two...

Tips from a master

For those learning the game, I now offer some specific hints for playing certain screens. I've included screens which often cause problems, and offer you my advice. Don't take this as Gospel, every player has his own style and there is no 'right' and 'perfect way' to play *Revenge*. Do your own thing – experiment – and good luck!

Manic Minter – Walk towards the right of the screen, firing diagonally down and to the front. Stop just before the point where the Minters land. As each one appears, nobble it with downward-diagonal fire, then retreat slightly to be in position for the next one.

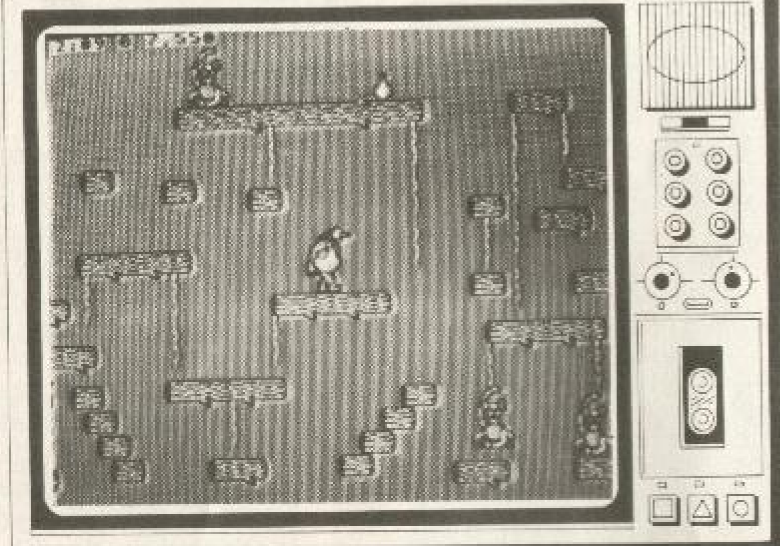
Through Pastures Blue – Stay about ⅔ of the way across the screen. As the sheep approaches, jump up and at maximum altitude fire straight down to detonate the sheep. The shards should fly away and you'll land in a clear spot. Regain position and wait for the next sheep.

Aggressive Australian Alpinists – Stay well back on the left-hand side and fire straight forward at all the beasts that

ORLANDO'S WAY TO PLAY FRAK!

Frak! from Aardvark is about the best BBC game this year, we made it a PCG mega-hit in August. Who better to guide you through its frenetic action than its creator, number 1 Beeb games programmer ORLANDO.

1) Remember that holding the fire button down makes the yo-yo go further.
2) If you're unsure which way to go, use the freeze button and think.
3) If you're falling past a rope, you can catch onto it by pressing the up or down key.
4) If you want to jump past a rope without catching it, jump in that direction and then release the jump (up) key.
5) If you're stuck at the beginning of the second screen, walk off the right end of the log, and then press the down key. This will allow you to catch a rope and climb safely down it.



● Action from the first sheet of Orlando's classic.

6) On the third sheet you may have trouble jumping from girder to girder. If it's a short jump, you must make your leap from the far end of the girder. If it's a long jump you have to get as near as possible before jumping.
7) Don't use your yo-yo too much because it stops you moving, and your time bonus goes down.
8) You have to collect all the keys on each level, but you needn't worry about the other objects, unless you're playing for a high score.
9) Don't take it too seriously. It is only a game. Contrary to what some people think, it's not a matter of life and death.
10) On the second level when everything is upside down, DON'T use a mirror to put it the right way up again. Some people do, but that's really going too far.

We won't put you off by quoting Orlando's highest score!

are jumping towards you. Don't shoot them on the ground. Take pot-shots at any flying over your head and try not to let too many nut you underneath.

Rock 'n' Rollups – Get to the spot on the right-hand edge of the screen where the boulders bounce over you. Fire straight up and down at the cigarettes entering from the right. Knock away rocks for extra points.

Wacky World of Windsurfing – Knock out the sailboards before too many people rain down. Stay on the right-hand edge and don't jump.

This Kiosk is a Nuclear Free Zone – Herd up the kiosks and the shower of CND signs will decrease. 6 kiosks herded = no CND signs (8 sprites, okay?)

More Tea, Vicar – There's mighty points in them grey cups!!!

Careful with that Axe, Eugene – Watch out for axes from the bottom of the screen. Listen to the Pink Floyd track of the same name a lot of times. Listen to Roger Waters scream.

The Final Wave (the name of which I won't reveal) – Shoot the little white camels fired by the tracked Bactrians. Leave the llama's little yellow ones unmolested. Stay on the left and only fire when essential.

How to fell the beanstalk giant

The Spectrum game *Jack and the Beanstalk* is reviewed in this issue of PCG. Ajay Chokshi of Dagenham has worked out a few interesting tactics.

THIRD SCREEN. Move right until you're under the edge of the fireplace. Then go up. You'll be confronted with a spider, so this is where timing is crucial. You can get past it with a smooth flowing movement. You go up the rope into the cage, get the birdie and go back down the way you came up.

FOURTH SCREEN. Go straight up as far as possible, make your way to the middle of where the giant folds his arms. Go up from there as far as possible, turn right and go forward once again as far as possible. Go up and to the corner of his right-hand shoulder. Then jump off and get the harp.

At this point things are a little different, and when the giant wakes up you find yourself once again at the top of the beanstalk. Make your way down, get the axe and run to the right. As soon as you're past the beanstalk Jack will start chopping it, and the giant will fall ungracefully to the floor in a heap.

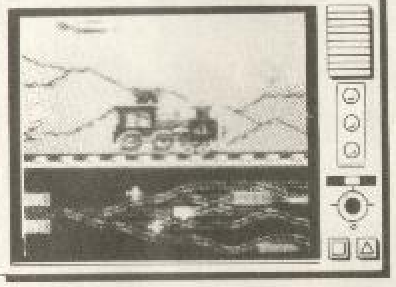
LOCO ADVICE

For those of you impressed by our recent Game of the Month, *Loco*, Richard Rust from Bexley Heath in Kent, has worked out a way to up your score. Follow his tips for collecting that vital fuel.

I recently bought *Loco* (Alligata, Commodore 64), your July Game of the Month, and have been playing it ever since. I devised a way of collecting fuel.

On each level you must visit five stations, the distance being divided into three parts: station to small lake, to large lake, to station. For maximum fuel, follow these instructions:

1. As soon as the game starts, go to the top track bar one, and get the fuel there. Then go on to the top track for the second fuel.



2. After crossing over the small lake on the uppermost bridge, guide your train to the very bottom track and get the first fuel. Then immediately move quickly up two tracks and get the fuel there.

3. After crossing the larger lake on the bottom-most bridge, go to the lowest track and get all three fuels along this track.

There are also certain priorities when shooting the three enemies. First concentrate on the track-cars as these are the deadliest. Then shoot any airship, then finally the aeroplanes.

If either of the last two drop any bombs which look certain to hit you, fire rapidly three times. This ensures safety here.

My highest score on *Loco* is 70,000.

Fortress forcefields

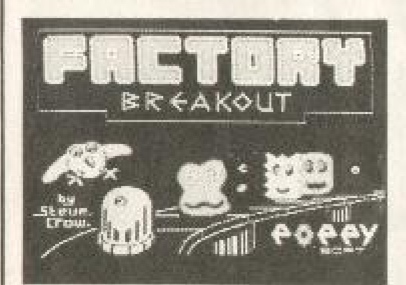
How do you get past the force fields in *Fortress* (Pace, BBC)?

Simon Watts, Reigate

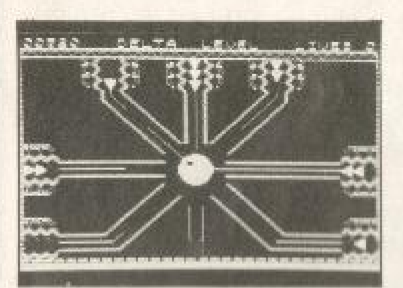
Open fire as you approach them, and then adjust the height of your craft until you see the shots appearing on the other side. You're then in the right position.

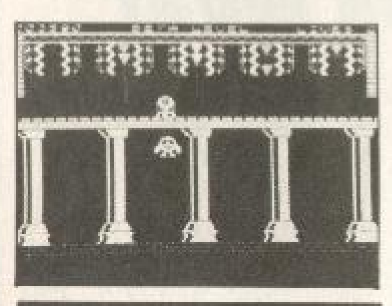
FIGHTING OFF THE FACTORY FIENDS

Another PCG exclusive! STEPHEN CROW, the programmer of *Factory Breakout*, gives us his tips on playing the game.



● TITLE SCREEN


● SCREEN 1


● SCREEN 2

FACTORY BREAKOUT: THE GAME

Poppysoft's colourful Spectrum game was released this summer. It features four completely different screens of action in which Zirky the robot has to ward off the aliens who are trying to destroy his factory. In screen one he is still in his 'egg capsule' which comes under attack from micron rays. In screen two he dodges across a conveyor belt which, in harder screens, starts to move. Screen three features a series of lifts and doors to be negotiated, and screen four is a surprise for those who've mastered the first three!

SCREEN 1

Work around shooting the lasers approaching you, but remember that the lasers at the top take less time to reach you than those at the side.

SCREEN 2

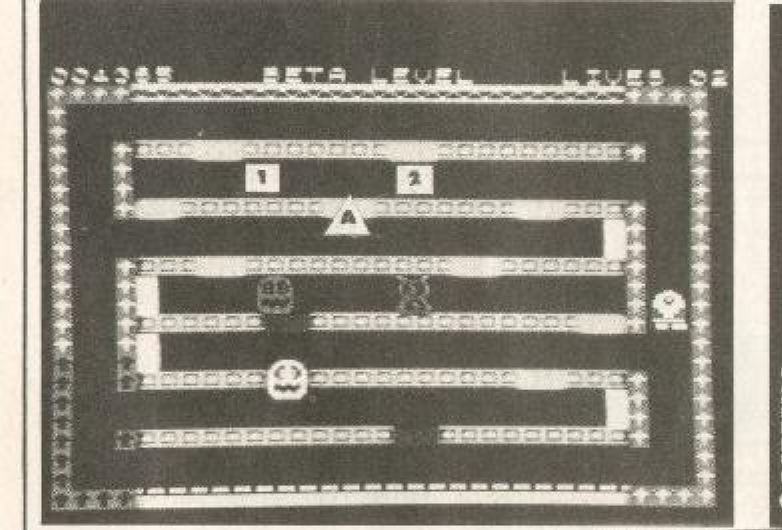
This is fairly straightforward until the conveyor belts start up. Then it is best to wait to the right of each reject ray until the conveyor belt is moving in your favour (scrolling left). Then dash under the ray. Remember, the lighter the colour, the faster the ray (white being fastest).

SCREEN 3

Probably the hardest screen, but using the following tactics it is possible to complete without even using the forcefields! Wait at the bottom of the screen until the fast yellow monster nearly reaches you. Then dash up a lift and wait at position **1** or **2** (see picture). In these positions the monsters will always come up through the door **A**. You can then escape downwards through one of the two outer doors on that platform. Only use the forcefields in emergencies or at the end of the screen to gain points.

SCREEN 4

The elusive screen 4 may only be reached after finding the key on level Omega. Using the above tactics I have reached screen 4 many times and gained a high score of 176,310. Can anyone beat this?



● SCREEN 3

DON'T BUMP THE BUGGIES!

Carl Lyons says why the zany '64 game from Bubble Bus welcomes careful drivers

1. Stay at the centre of the road with a speed of exactly 164 mph. For some reason hardly any cars appear at this speed.

2. Have the volume up loud, as it is essential that you can hear the 'hazard-approaching' noise.

3. Do not try to knock other cars off the road – avoid them at all costs, as at higher levels they will kill you almost immediately. If you don't crash into any other cars then you get a 50,000 super bonus which is equivalent to smashing 100 cars (impossible).

4. Use your jumping power wisely, especially at the bridges which jut out from the right-hand side only. (They're nasty!)

5. Wait until you are sure you have identified the hazard before attempting to clear it.

6. Finally, learn the tracks well. This is the key to high scores. No matter how good your reflexes are you will not clear a new screen first time (after the first five or six) as you won't know what to expect.

CHUCKIE EGG SUPER

PCG is proud to present the duck-dodging tips of Richard Mazzaferri of Aberdeen, the first to break 10 million on this compulsive Spectrum game.

Am I the first to score over 10 million on A&F's *Chuckie Egg?* Unfortunately, the game only shows the last six figures of your score, no millions! But my father watched every time I passed a million and kept count of them, and of the levels, as at levels 100 and 200 it prints level 0.

After level 256, the game goes back to level 1. I played through to level 256 twice before abandoning the game, but if I had the time, the inclination and the patience to keep going, I could have played for ever.

Time starts at 900 and every 16 levels goes down by 100, but after level 80 it doesn't go down, so it's never less than 400. Eggs start off at 100 points, and are worth 100 more points every four levels, but stop after level 40 at 1,000 points.

After level 32, the number of birds does not increase, nor are they faster, nor do they use different patterns. This means that if you can do levels 81 to 88 and have enough lives you can keep going forever, using the same basic patterns from level 32 to 256. After getting to level 256 twice I had 168 lives left (I'd been keeping a tally as I went along). Here are my tips:

1. FIND DELAY LOOPS that you can go round and round without being caught by birds, so that you can wait until the birds are in the right position. e.g. On level 1 there

MASHING THE MILITOIDS

Beat the paradox zone in *Android 2*, the great Spectrum game from Vortex, and boost your score in Beach-Head with these tips from Robert Natt.

When you reach the 'paradox zone' just stay near your transporter. Wait for the militoids to come into that area and blast them. Using this formula I have been through all three zones twice.

In *Beach-Head* (Commodore 64), in the tank stage, if you hit the sign saying how many points you got for destroying a turret or tank, you get the same amount of points again. My highest at *Beach-Head* is 174,800.

SUCCESS AT SABRE WULF

Steve Lightfoot of Cheadle, Cheshire gives some hints for Ultimate's Spectrum hit.

1. If you go to the far left of a screen, go through so only half of you appears on the next. Natives, rhinos and the like will now go through you if you are using your sword. It won't work with the wulf.

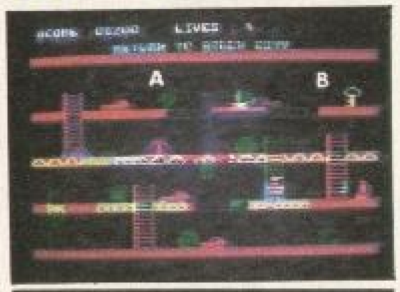
2. If you have made out a map of *Sabre Wulf* (use PCG's map in the August issue – Ed) letter the bottom A-P, and number up the left-hand side 1-16. If the first piece of the amulet is in J6, the others will be in D4, F13 and N12. Here are the sequences I have found:

J6: D4, F13, N12
H2: D12, I11, J13
H6: C2, B7, J11
N7: M6, N14, G14
B2: D9, E12, N14
L4: D6, F13, G14

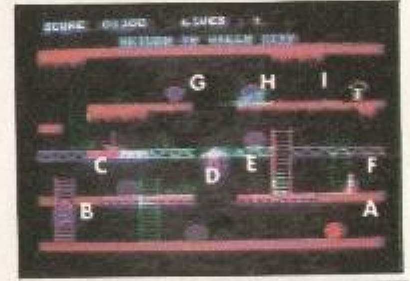
On finishing, my highest percentage is 99% (167,290) and my lowest is just 51%!



● SCREEN 6



● SCREEN 7



● SCREEN 8

Conquering the China syndrome

***China Miner* (by Interceptor, Commodore 64) is one of the most difficult platform games around. Most players have difficulty getting past screen 5 (of 30)! So here are editor *CHRIS ANDERSON*'s tips for screens 6, 7 and 8.**

SCREEN 6

Getting past the first two lasers to position **A** is fairly easy (if nerve-wracking).

From there, jump to **B** so that you land right behind the yellow mouth. Follow it across, collecting the lantern, then almost immediately jump straight up to avoid the mouth coming back at you. As soon as you land, move right and, at the last moment (to avoid the spikes) jump right to **C**.

Progress to **D** is easy. There you must wait until the cross-lasers flash at the same time as the purple mouth is near **E** and moving towards you. Wait a couple of moments, then jump left. The laser will flash while you're in the air. When you land, immediately jump left again to **F**. The rest of the screen is easy, but don't hang about on platform **G**!

SCREEN 7

The most difficult part of this screen is the last bit. You must wait at **A**, jumping straight up each time the left-hand car approaches. Keep this up until the right-hand car travels away from you with, or just behind the moving platform. You can then jump right to catch the platform as it moves back towards you. Get the pick axe and then jump right over the approaching car to the key at **B**.

SCREEN 8

Stay at **A** and let the barrel reach you twice, jumping up each time to avoid it. On the third approach of the barrel, move left and jump left over it. You'll then have no difficulty collecting the first object and jumping safely over the second barrel to reach the ladder at **B**, which you can climb and wait safely on.

Wait until the third barrel passes you moving right at **C** at the same time as Kong is moving down at about **D**. Then move off the ladder to **C**, jump right over the barrel on to the conveyor and right again to **E** where, by holding the joystick right, you can wait until it's safe to jump again to **F**.

The only other difficult part is at **G**. You must time your leap to **H** so that you land right behind the barrel. Follow it across and jump at **I** as it turns around.

-SCORING

is a staircase on the right-hand side. You can jump up this, and the golden bird will go up, you then go down, under him, and he goes down, so you can jump over him and continue looping.

2. PRACTICE HARD, especially at jumping over the lift shafts. It can save a lot of time and allow you to escape from the golden bird if you can get over a lift shaft without the aid of a lift.

3. LURE THE GOLDEN BIRD away from where you want to go, to keep the way clear. If you can't get over or under him, jump up in the air a couple of times and he'll go up, then down and you'll be able to go either under or over him.

4. FIND OUT WHAT YOU CAN DO. e.g. you can't jump over a lift shaft to a higher piece of ground, but often it's possible to jump off a high piece of ground, bounce off the edge of the screen, and land on a lower piece of ground. Also if you jump right on level 6 and left on level 3, you'll land on a lift.

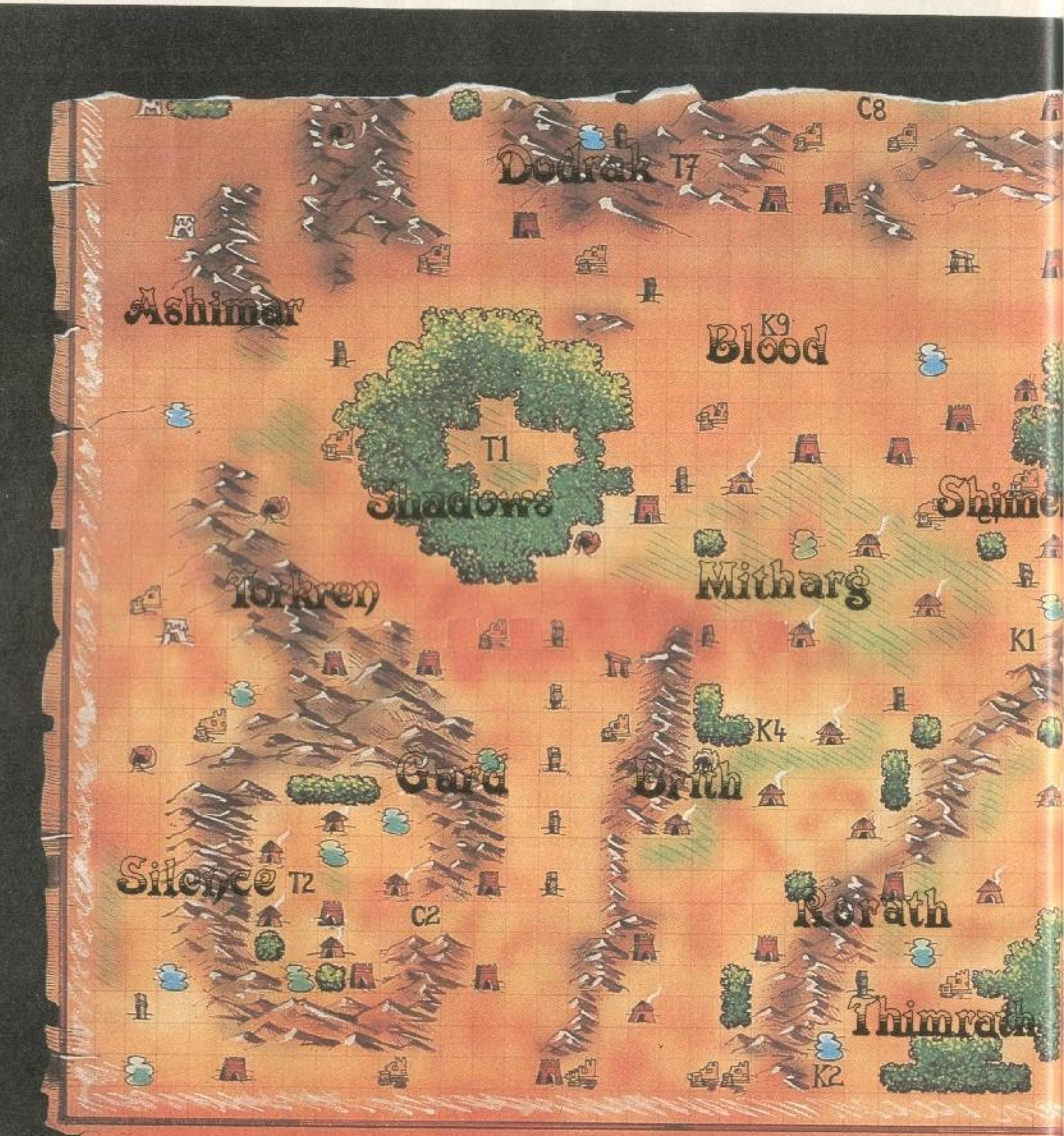
5. JUMP ON TO LADDERS from half a jump width away, and press the 'up' key. This gets you onto ladders faster.

RINGING THE CHANGES IN HUNCHBACK

Rescuing Esmerelda can be that bit more crazy with these commands from 'Glintz' of Glasgow.

Here's how you change the colour of the ropes in Ocean's *Hunchback* (Spectrum). Type MERGE "" <Enter> and start the tape. When the computer says "0 OK, 0:1", stop the tape and type LIST <Enter>. Change the number in the INK command and in the game, the ropes will be that colour! Oh, and try changing line 10's PAPER command – it looks weird! (You then load the rest of the program by typing RUN.)

PCG'S exclusive map of the southern

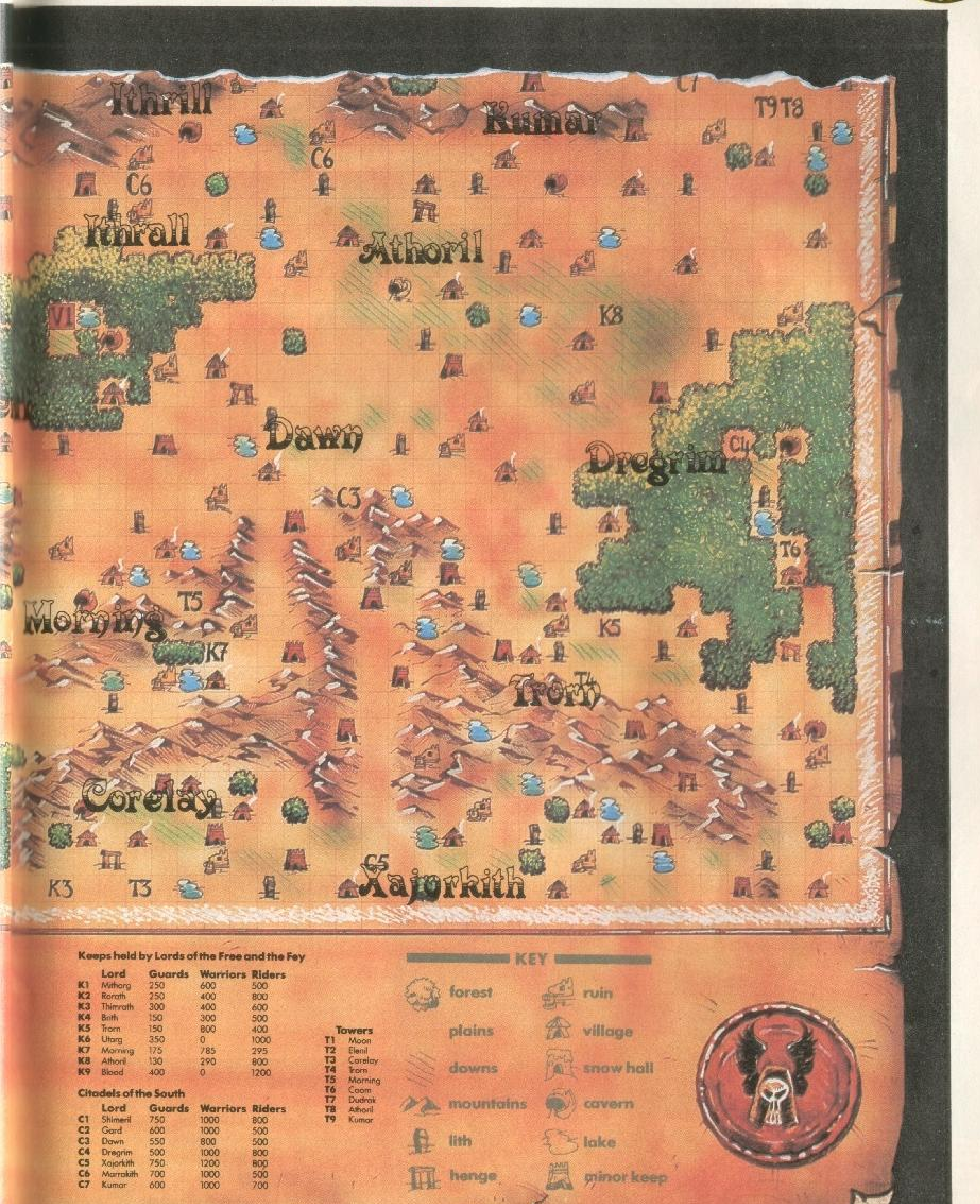


THE LORDS OF MIDNIGHT

We print on this page an ancient manuscript of great importance for those brave adventurers exploring the vast land of Midnight as (revealed in the epic game Lords of Midnight from Beyond). This priceless map was discovered by PCG's White Wizard during his exploration of a subterranean cavern. Alas, the northern half of the map was missing, but this portion depicts some 2,000 locations in the southern part of the realm – enough to enable the adventurer to recruit a sizable army in preparction for combat with Doomdark's forces.

The keys at the bottom of the map add valuable information, including the approximate number of men to be recruited at each keep and citadel. A message accompanying the map, written in blood, revealed that the Lord of Blood with 600 warriors and 300 riders could be found at village VI. The message tailed off: 'The Lord of Silence is closer than you think...'

2000 locations in the Land of Midnight



Keeps held by Lords of the Free and the Fey

	Lord	Guards	Warriors	Riders
K1	Mitharg	250	600	500
K2	Rorath	250	400	800
K3	Thimrath	300	400	600
K4	Brith	150	300	500
K5	Trorn	150	800	400
K6	Utarg	350	0	1000
K7	Morning	175	785	295
K8	Athoril	130	290	800
K9	Blood	400	0	1200

Citadels of the South

	Lord	Guards	Warriors	Riders
C1	Shimeril	750	1000	800
C2	Gard	600	1000	500
C3	Dawn	550	800	500
C4	Dregrim	500	1000	800
C5	Xajorkith	750	1200	800
C6	Marrakith	700	1000	500
C7	Kumar	600	1000	700

Towers

T1	Moon
T2	Elenil
T3	Corelay
T4	Trorn
T5	Morning
T6	Coom
T7	Dudrak
T8	Athoril
T9	Kumar


New from Alligata
ROCKET ROGER
& THE QUEST FOR THE POWER CRYSTALS
Stranded light years from earth when his space ship runs out of fuel, Rocket Roger has to put fear to one side and set out to explore the dark mystery planet if he's ever to get home. Luckily deep in the heart of this black world Roger can find the vital power crystal that will recharge his stricken spacecraft.
Walk, run, jump and even thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines his crystal fuel, fighting off hordes of marauding nasties, keeping an eye out for the sizzling security laser beams, sliding doors and invisible force fields. Don't delay too long between crystals if your jet pack runs out of fuel you'll take a freefall from which you'll never return.
Hold on to your seatbelts! The realistic, free fall scrolling action is so good you may get a little dizzy.
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Alligata
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ADVENTUREWORLD

The White Wizard's words of wisdom for adventure lovers

A JEWEL FROM ARTIC

Artic, famed for their long line of text-only games, have finally broken with tradition and released a graphics adventure for the Spectrum. ***Eye of Bain*** throws you right in at the deep end. You're inside a native hut and about to have your ribs tickled by the sacrificial knife as a punishment for offending the local god. There are no obvious exits and you soon discover that you're chained to a pole…

From that moment on it's Artic at their best as you set about trying to escape. There's plenty of locations to be explored and you'll have to think very carefully indeed if you're to avoid dying of thirst in the desert, plunging into ravines, or simply being cut to mouth-size pieces by the local inhabitants.

Atmosphere

Artic haven't exactly thrust the graphics upon you. In fact you can play the entire game without seeing a single picture. However, enter 'Look' and you get a full-screen display of your current location.

The graphics aren't, sadly, much to write home about and they're a tiny bit slow on the draw, but they all add to the atmosphere of a game that should give a real test to all but the most skilled adventurers.

The object of the game is to find the Eye of Bain, a fabulous jewel guarded by the bad-tempered Alvanians. Entry is in the simple verb-noun format but the program is meticulously careful in telling you exactly which words it doesn't understand. The vocabulary isn't exactly huge but the mechanics of the game are for the most part well thought out and you don't find yourself cursing the program for being unfriendly.

Search

I was tapping my wand impatiently as I strode from location to location in search of excitement in ***Ruby Runabout*** from Scorpio Software (for 48K Spectrum).

The locations have the briefest of descriptions, but the occasional graphic illustration brightens things up a bit. The locations however are very oddly placed. One moment you're standing by a post-box, and the next minute you're (presumably swimming) by an oil rig out to sea.

Your objective in Scorpio's game is to search for rubies, which you do with the aid of a rather limited vocabulary. It's one of those games where in order to succeed you must simply visit every object. There are numerous spelling mistakes, and the occasional attempts at humour are not entirely successful.

However, *Ruby Runabout* will only set you back £1.99 which makes it one of the cheapest adventures I've ever played. At that price one doesn't expect too much, so the White Wizard is content to grant this game a place on the shelf rather than in the bin.

Ever since *Atic Atac* hit the shelves there has been a steady flow of games which like to describe themselves as 'arcade adventures'. Most of them can be recognised as being too hamfisted for arcade addicts and too limited in scope for adventure fans, so the White Wizard wasn't exactly trembling with excitement when he picked up ***Gisburne's Castle*** for the BBC.

As Robin Hood you have to rescue Maid Marion from the evil clutches of Guy of Gisburne. The player controls an animated figure who ambles from screen to screen shooting baddies and picking up objects to help him in his romantic quest.

There aren't many player options, and all input is by single key-presses. Objects in your possession are displayed on a panel at the top of the screen. You are only allowed to make use of one of these objects at a time. Picking up and using a quiver, for example, replenishes your supply of arrows.

Other objects include rope, dynamite, a sack, various keys, poison, and food. Each object has a particular function, which you will have to guess at and then try out on the appropriate screen.

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTERACTION	VALUE
EYE OF BAIN	SPECTRUM 48K	£6.95	6	6	5	6
GISBURNE'S CASTLE	BBC	£7.95	4	2	1	3
ROBYN HODE	SPECTRUM 48K	£9.95	6	6	5	6
CRUSOE	SPECTRUM 48K	£6.00	6	6	3	5
RETURN OF THE RING	DRAGON	£9.95	7	6	4	7
RUBY RUNABOUT	SPECTRUM 48K	£1.99	4	5	4	6

Every time you get shot by a patrolling soldier you lose energy. This can only be replenished by finding and eating food.

Martech's adventure scores rather higher than most games of this type because of the size of the program. There are no less than 425 screens to explore, although a large number of these are very similar.

Frustrating

In play *Gisburne's Castle* is rather frustrating. The large number of locations encourages one to press on and explore, but movement about the screen is agonisingly slow (especially when you're going up and down).

To slow you down even more, in order to keep your energy reserves up you must continually go back on your tracks in the hope that more food will have materialised somewhere (it usually has). Energy levels become crucial in the later stages when the opposition have increased firepower and don't hesitate to use it.

Taking into account the size of the game and the slow speed of play, the lack of a 'SAVE' option in this game is fatal. Personally I doubt whether I'd want to spend hours slaving over *Gis-*

burne's Castle and I'm quite certain that I wouldn't want to start all over again at the beginning evey time I returned to the game.

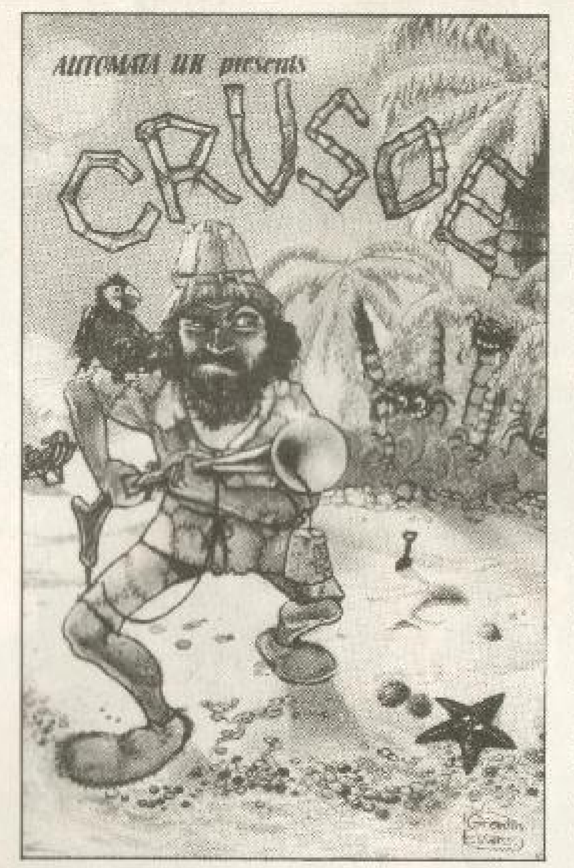
Victimised

By some strange coincidence, Maid Marion crops up in another adventure this month for the Spectrum. Once again the poor woman is down on her luck and being victimised by the brutal male aristocracy. This time she's been locked up in Nottingham Castle and as valiant Robin Hood you must sally forth and rescue her.

The first thing you notice about Runesoft's ***Robyn Hode*** is that all the names have been given archaic English spelling. Sherwood Forest becomes Scherwode Forest and the town of Worksop makes an appearance as Werchesope. Strange at first, this olde-Englishe approach does succeed in adding slightly to the atmosphere of this text-only game.

When you first start playing *Robyn Hode* seems rather an uninspiring game. The location descriptions simply tell you where you are. but don't do much to set the scene. However – and here's the crunch – there are over 400 of them. This isn't a game you can expect to finish in an afternoon and as you get into it you find yourself becoming more and more absorbed.

Locations in *Robyn Hode* include small villages, the usual caves and crags, mediaeval towns, and even the odd 'shambles'. The White Wizard has to admit that he didn't know what a 'shambles' was until he found one inside an oak tree, and very useful it was too.



Crusoe cassette cover

Misleading

In play the game has some very annoying features. The program doesn't check the inputs properly, so if for example you enter 'Examine pghtly' it will reply 'You can't do that' rather than 'I don't understand'. This can be very misleading, since if you enter, for example, 'Examine cave' and it replies 'You can't do that' you don't know whether you really can't examine the cave, or whether the program simply expects you to refer to the cave by another name.

There are one or two nonsenses in the game as well. To escape from a dungeon, you simply call the guard and then enter 'Leave Dungeon' – far too easy, I would have thought. A rope down a hole is liable to disappear without explanation, and spraining your ankle doesn't seem to stop you climbing up a cliff a couple of moves later. Ah well, this Robyn's a tough character.

The game comes in two parts, each part recorded on a different side of the tape. Completing the first half gets you a code word that will enable you to enter the City of Nottyngham in the second part.

This isn't a very complex game, with a limited vocabulary and simple two word input, but the number of locations and some original puzzles makes up for a lot of shortcomings. At £9.95, however, it is perhaps a bit on the pricey side.

Attractive

After this double dose of Robin Hood, the White Wizard found himself once more confronted by another 'arcade adventure', this time from Automata of Pi-man fame.

Automata's latest offering, called ***Crusoe***, has a very attractive display as you move a little figure round a desert island avoiding spiders and sea-serpents.

The right half of the screen is a status

This month's helpful hints

Three more tips for harrassed adventurers. Use the Clue Code at the end of each problem to identify a square on the grid.

Starting at that position, read every second letter until you have a complete sentence. When you reach the end of a row, go back to the beginning of the next one and carry on. If you reach the bottom of the grid, start again at the top.

1. Following last month's clue for Artic's *Ship of Doom*, a number of adventurers seem to be stuck getting hold of the sonic screwdriver. You have to build it yourself, and here's how. (clue code A2)
2. Can't get past the skull in *Mountains of Ket?* Here you go...(clue code A1)
3. How do you know which mailbox to open in Dragon Data's *Shenanigans?* (clue code E3)

	1	2	3	4	5	6	7	8	9	10
A	Y	I	O	N	U	S	M	E	U	R
B	S	T	T	M	D	I	R	C	E	R
C	S	O	S	B	A	A	S	T	A	T
D	W	E	I	R	Z	Y	A	I	R	N
E	D	T	F	O	I	R	R	O	S	D
F	T	O	E	K	X	S	A	J	M	U
G	I	P	N	I	E	D	Y	R	O	O
H	U	J	R	K	A	S	P	I	A	P
I	R	O	T	A	M	D	E	O	N	C
J	T	K	D	L	O	I	O	M	R	Q

ADVENTURE NEWS · ADVENTURE NEWS ·

Forbidding Forest

Interceptor's new adventure on the Spectrum *Forest at World's End*, should now be in the shops.

Written by Dave Banner, programmer of Interceptor's *Message From Andromeda*, the game is a battle between the forces of Light – you – and Darkness, represented by the evil wizard who has abducted the princess.

Forest has 75 locations, a dozen of which are displayed in instant graphics, and costs £5.50.

Magra is back

After going bust in June, Carnell Software has been given a new lease of life under the name Mastervision, part of the budget games company Mastertonics.

Wrath of Magra for the 48K Spectrum is now back in the shops at £12.50, and a Commodore 64 conversion is on the way at a similar price.

Meanwhile the Mastervision team are working on the follow up to *Wrath*, provisionally called *The Legacy of Light*. This will consist of four 48K programs on two tapes and will come with an explanatory booklet. Every location will have an instant graphics display.

Mastervision hope to release the game simultaneously on the Spectrum, Commodore 64 and other machines at a similar price to *Magra 1*. But you'll have to wait till the new year to see it.

Onward Christian soldiers

An intriguing new text adventure for the 48K Spectrum, based on the classic book Pilgrim's Progress, is available now from the Scripture Union at £10.95.

The game has 110 locations taken from the book and casts the player as Christian, who has to work his way through a number of spiritually dangerous places – including the Slough of Despond and Castle Despair – in order to reach the goal of the Heavenly City. On the way he must collect a scroll; if he doesn't have it with him the end of his journey he will find himself in the fires of hell.

The game is intended to appeal to adventurers and also to stimulate an interest in Bible study. In fact, without a Bible to hand players will find the going pretty tough: each location provides a Biblical reference giving an

display giving you the day, time, weather details, inventory, and your state of health. The character set has been attractively redefined to imitate the scrawling handwriting of Robinson Crusoe.

On the left of the screen is a bird's eye view of the portion of the island you happen to be on at the time, complete with all manner of objects and a number of very amusing spiders. The spiders nip from tree to tree and hide in wait for you – their bite is deadly so you have to watch your step.

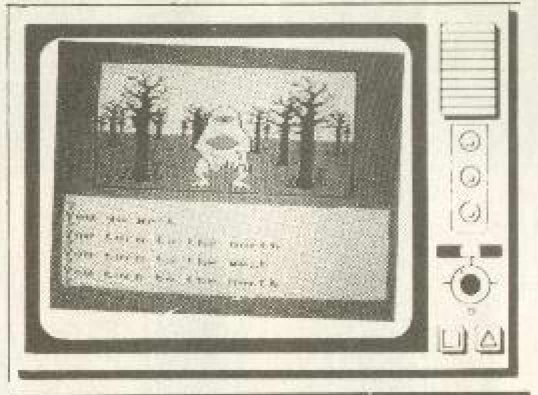
At the bottom of the screen is a scrolling text window for your commands and the computer's responses. Unfortunately the pre-release version I was sent of *Crusoe* contained a number of bugs which made it difficult for me to get very far.

However the White Wizard has to admit that the presentation of the game was extremely attractive and unlike some 'arcade adventures' there was a considerable atmosphere generated as you wander about exploring lagoons and eating 'frute'.

Traditional

Crusoe is much nearer to the traditional adventure format than, say, *Gisburne's Castle*. You can enter proper textual commands rather than just pressing buttons and your commands get a verbal as well as a graphic response from the computer. For once the White Wizard was prepared to grant an 'arcade adventure' a place on his shelf.

Having overcome my scruples and enjoyed what I could of *Crus* , as if to drive the point home Wintersoft delivered their latest 'arcade adventure' for the Dragon, the ***Return of the Ring***.



● Return of the Ring

As I pointed out last month, as soon as Dragon went bust we started seeing some excellent adventures for it. *Return of the Ring* is a very enjoyable and challenging game with superb graphics and some very tricky puzzles.

Marooned on a foreign planet, your task is to return the Dark Ring to its creators, the Masters of Ringworld. You start the game in a maze which you can explore by typing in simple commands. There's a text window at the bottom of the screen and the display above scrolls appropriately to show you your location.

Mutants

The maze is inhabited by mutants, some of whom are more friendly than others. You can either attack them or 'transact' with them.

Transactions usually involve giving them some food, whereupon the mutant yells 'See you!' and vanishes. Refusing their demands provokes the reply 'Suit yourself' whereupon you can give them the clobbering they deserve and gain valuable experience points in return.

If this was all there was to the game I wouldn't be so enthusiastic, but it's only the very beginning. Scattered around the maze are some transporters which can whisk you off to some very bizarre places.

You can, for example, visit the Krell village and indulge in a bit of trade (mostly with some extremely persistent beggars). You can zoom off to the human town (rather more upper class) or, most impressive of all, visit the Forest Moon.

Enormous

Wintersoft's game has a very limited vocabulary, but at least it HAS a vocabulary and the scope of the challenge is enormous. Wintersoft say that the game took a year to write and I can well believe it. Don't despair, Dragon owners, there's still gold in them there hills, and no doubt we'll be able to dig out some more in future issues.

That's all for this month, friends. November's Adventureworld will be a full ›ur pages, bursting with news, readers' opinions, and a special in-depth review of the spectacular Sherlock Holmes game from Melbourne.

Meanwhile the White Wizard is delighted to drain a glass of best bat's blood in your honour and looks forward to seeing you all next month. Ah! 1979 'Pipistrelle' – there's nothing like it...

DVENTURE NEWS · ADVENTU

essential clue.

Pilgrim's Progress accepts entry of English-like sentences, as in *The Hobbit*, and there is also an interactive element.

Trilogy ends

The Final Mission, last part of Incentive's *Ket* trilogy, is launched on September 19th at the Personal Computer World Show in London. The first person to complete the sentence begun in the previous two parts – *Mountains of Ket* and *Temple of Vran* – will win a £400 video recorder.

Unsurprisingly, Incentive describes the game as 'very advanced and tough'. *The Final Mission* has a much larger vocabulary than its predecessors and will also include puzzles to be solved. The program runs on the 48K Spectrum and costs £5.50.

Dragon adventurers will welcome the appearance of *Backtrack*, also from Incentive, released at the same time as *The Final Mission*. The game has taken a year to develop and is described as an arcade-adventure. It costs £6.50.

Artic's Curse

Artic are to release a new text-adventure for the Spectrum at the beginning of November. *Curse of the Seven Faces* pits you against a nasty wizard who is terrorising your town.

Artic are also converting previous Spectrum programs – including *Ship of Doom* and *Golden Apple* – for the Commodore 64. The games should be available by November and will cost £5.95.

PCG helpline is here!

Got a problem? Want an adventure pen-pal? STILL stuck in the Goblin's Dungeon?? Just pop your name and address on a postcard, together with your message to the world and send it to The White Wizard, Personal Computer Games, 62 Oxford Street, London, W1A 2HG.

As soon as the White Wizard receives your cry for help, he will include it in the column below. Don't forget that you can offer help as well as ask for it.

You can also include your telephone number for a faster response, but you are advised to make sure that this is agreeable to the other members of your household first.

Cries for help

How do you get past the forcefield in *Planet of Death*? Also on *The Hulk* I want to know how to pull the ring, how to get the wax, how to get past the Chief Examiner, how to get Doctor Strange out, and how to get out of the underground room.
Paul Hobbs, 124 Winchester Road, Shirley, Southampton, Hants.

How do I dispose of the Pirate in *Heroes of Karn*?
P Jackson, 4 Nettleton Close, Tong Village, Bradford BD4 0SS.

How do you get past the hole on *Espionage Island* – the hole in the metal panel?
Sam Hutchings, The Beeches, Preston Road, Billingsgate, Lancashire

How do I get past the skull and the lake in *Mountains of Ket* for the Spectrum?
Martin Beck, 2 Polly's Yard, Newport Pagnell, Bucks

Offers of assistance

Help offered on *Twin Kingdom Valley*, and Channel 8's *The Golden Baton*, *Arrow of Death Part 1*, *The Wizard of Akyrz*, and *Feasibility Experiment*. Also *The Hobbit* and Scott Adams' *Pirate Adventure*. Please send SAE (compulsory) or telephone.
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ARCADE ANGLE

Our new section aims to bring you the latest of the coin-op action. Bob Wade stuffed his pockets with silver and hit the arcade blockbusters.

MACH 3

Military Air Command Hunter 3 is the best laser disk game I have yet seen. You have to take on a mission of destruction in either a fighter or a bomber. The two scenarios are completely different in presentation and it is effectively two great games in one.

The game machine is enclosed and has a magnifier in front of the display to enlarge the image without the expense of having three screens as in *TX1*. This can create blurring at the edges and if there is a backlight it causes some very annoying reflections.

These physical difficulties aside the game is stunning. In fighter mode you swoop low over plains, mountains, canyons and rivers trying to destroy enemy installations, which appear in yellow boxes. These are defended by fighters and helicopters (which zoom into the attack.)

You have missiles or guns to blast with and these can be fired from the joystick or a panel below it. The best tactic is to use the side button to fire missiles and just use the joystick for movement.

The bomber raid gives you a bird's eye view of the landscape and though this is less impressive than the fighter action it is just as hectic.

Ground installations have to be bombed using the missile button while enemy aircraft come zooming at you and have to be gunned down before they bring your flight to an abrupt end.

In both missions you face heavy ground fire and if you're hit you explode in a truly spectacular fashion.

This game really lives up to the laser disk's potential and hopefully we'll see many more like it, but I hope they don't keep using the magnifying glass.



HYPER SPORTS

Here we go again with button bashing to wake the dead. You guessed it – another Konami game where you wear your fingers to the bone in the name of sport.

There are seven events this time and you have to qualify in each one to pass on to the next, making for very short games if you're not experienced. You start off in a swimming race where you have to beat a time of 2 minutes for the 100 metres freestyle.

Hammering away at the run button makes you swim and hitting jump when prompted takes a breath.

Skeet shooting next, and you are at the bottom of the screen with a trap on either side firing clay pigeons. Aiming boxes home in automatically on the pigeons and you select which side to fire with the two run buttons.

Up to now things are pretty easy but the long horse is a different matter. You run up to a springboard and have to time your jump off at the right moment to hit a vaulting horse. When you reach it batter away at the run button to turn as many somersaults as possible and land on your feet.

The four other disciplines that follow are archery, triple jump, weightlifting and pole vault. The sports are a little more varied than in *Track and Field* but the skills and aims are the same and it's bound to raise a sweat.

TX-1

Pole Position PLUS, and it's a really big plus at that. Three screens, five stages and eight Grand Prix circuits to be precise.

MACH 3 may be the best in laser games but this is the ultimate in driving simulations.

You face a three-screen display which scrolls towards you producing a brilliant 3D movement effect. There is no lens needed here for enhancing the image.

You are once again pitted against other racing cars in a straight duel to the death – usually yours! If you can survive long enough the track splits into two and after two more splits you are on to one of eight Grand Prix circuits.

The cars you pass on your way are displayed like flattened Froggers but your demise is much more violent.



The different sections of track include tunnels, night driving and snow. The stereo sound produces deafening crashes and piercing screeches.

So watch out for cars, lamp posts and hoardings – James Hunt?...who's he?

BOMB JACK

Jack is a bouncy, red-caped fellow who leaps around like a dwarf Guy Fawkes exploding red bombs.

The bombs are placed all over the screen on platforms and in mid-air against some very detailed backgrounds like the Sphinx and the Parthenon.

You can jump about trying to pass over the bombs to destroy them. If you hit a bomb with a burning fuse a 200 point bonus is scored.

Jack can leap the whole height of the display and can change direction sideways on the downward drift making him beautifully manoeuverable. This is vital for avoiding the various metallic coloured meanies that appear, all of which are fatal to touch.

This game is incredibly easy to get into but will have you hopping around after bombs like a terrorist on a pogo stick.



"Ziggy turned, his fingers clutching the trigger of his capsule gun, something had startled him or had it?

He looked back, he had grown very tired from his many exploits in THE PYRAMID negotiating 120 different chambers and coming face to face with some pretty nasty aliens.

No sooner than he had accomplished this mission, he was summoned by Time Lord Hamilton (known as Super Ham to his friends) to go to DOOMSDAY CASTLE and to save the Universe from the infinitely evil Scarthax, this being no small task took several megayears. By this time Ziggy was completely exhausted, his capsule battered, dented and wobbling as he limps in the direction of home, a real super hero of our time. Unable to leave the Universe undefended he radioed his great friend and colleague Beaky on the planet of Crackit to stand guard until his return.

Beaky would normally assume this role without a second thought, however he had his own problems to face for the dreaded Eggsnatchers had returned to threaten the very existence of his breed. Beaky's survival instincts do not allow him to leave Crackit until he has reared enough chicks to fight off the Eggsnatchers. In order to crack it, he must pass through 12 different stages each getting progressively harder.

So we have it, Ziggy returning home for a complete refit under the illusion that Beaky is defending the Universe, surely it can't take Beaky that long to secure his own species and when will Ziggy be back.....?"

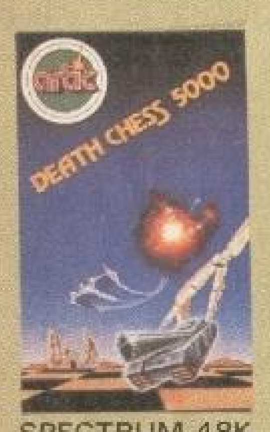
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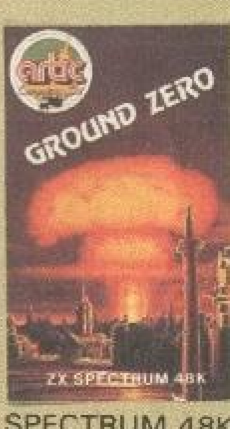
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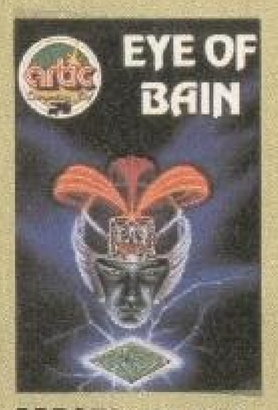
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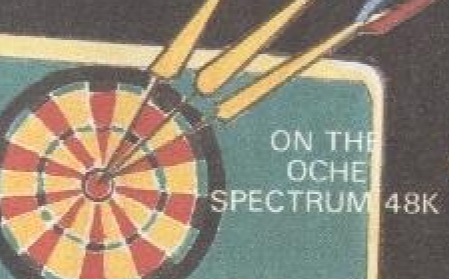
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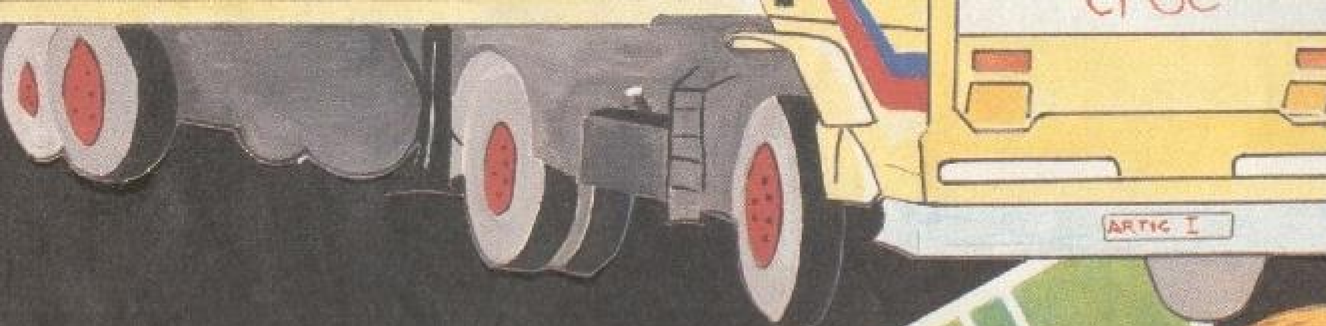
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DELTA WING

Delta Wing is an advanced flight combat simulator. It has been designed to give an excellent 'feel' for the tumble and roll of high speed flight. With 15 separate controls to monitor and incoming enemy planes to be dealt with, this program takes you and your Spectrum to the limits.

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PCG1084

Our brave bowmen face an 'arrowing


David Martin and Stephen Campbell, looking cheery enough – before the contest...

Two bold archers – one from the frosty north and the other from the parched south – met for a frightening Challenge Chamber shoot-out in the mysterious *Forbidden Forest.*

This fearsome PCG Game of the Month (in April) attracted massive scores from bowmen Stephen Campbell, 14, of Dumfries and David Martin, a 15-year-old from Ramsgate.

Stephen had emptied his quiver to the tune of 1,011,088 points, spending over two hours in the *Forbidden Forest* in the process. David had also survived in the terrifying woods for two hours, killing nine demogorgons and notching up a score of 841,401.

Forbidden Forest casts the player as an archer lost in the trees. The forest is inhabited by vicious animals, all controlled by the evil demogorgon who is the ultimate target. Through day and night and the scrolling 3D landscape you must destroy creature after creature with the limited supply of arrows in your quiver. Players start on an easy level and work up to the highest – 'Crazy' – before returning to the second and going through the whole chilling business again.

Both Stephen and David have been dedicated gamesters since Santa brought their Commodore 64s at Christmas. They're faithful readers of PCG and each buys about one game a month. Favourites are the Jeff Minter games – *Revenge* in particular – and the PCG hit game *Encounter*. But they don't always agree with the PCG judgement. David said he thought *Beach-Head* was 'too easy', while Stephen added 'I don't think it's as good as it's made out to be.'

Innocents

But *Forbidden Forest* is their abiding interest and at 2.20 they strapped on their quivers, the thrilling music began and they set off, Innocents in a wilderness of horrors.

This lowest level presented little difficulty to archers as accurate and experienced as these two. Enormous man-eating spiders? No problem, just calmly stick 'em between the eyes. Overgrown killer bees flying up from the Amazon to star in horror movies? They can buzz off, they don't impress these guys. Disgusting frogs leaping in from the horizon? They'll wish they were still tadpoles. Even the fire-breathing dragon doesn't hold them up for long: an arrow

FIGHT TO THE DEAT
IN THE FOREST OF F

time in this month's trial by combat

in its scaly head dampens its enthusiasm.

But what about this spectre looming up in the distance, and those malevolent skeletons itching to spear you? Well, Stephen and David kept calm, aimed bows and pronged that spectre right between the eyes.

Evil

And so to the last target – the demogorgon, evil genius of the Forest. Trouble with this thing is that it only appears in brief flashes of light and the player has to fire into the darkness. But Stephen and David somehow seemed to find it with unerring accuracy.

Not surprising, then, that after a mere ten minutes Stephen was on 109,249 and David close behind on 91,239. Both had already killed two demogorgons and gone twice through the levels.

But both were having trouble each time they got on to the highest level – 'Crazy'. David was having problems with those slimy frogs, getting repeatedly squashed as they rained down in a veritable plague. 'Nasty mess,' he admitted.

Stephen had difficulty catching up with the spectre, especially with those tenacious skeletons on his tail. But he was still keeping his nose in front; after 30 minutes he was on 437,000 to David's 378,006.

Now stamina began to tell. It's tiring work stringing a bow and after half an hour or so it really gets to you. Your aim becomes wayward and that's an important factor when you're at the higher levels and your supply of arrows is extremely small.

Just past the half million mark Stephen finished a level with barely an arrow left in his quiver, while the same thing happened to David as he was coping with a troublesome dragon.

The scores to beat

3D ANT ATTACK (Spectrum)
★ 52,422 Michael Dyer, Chelmsford
★ 49,335 Diana Theodosiou, Canterbury
★ 49,130 Paul Hart, Aberdeenshire

ARABIAN NIGHTS (CBM 64)
★ 4,350 Gary Clements, Rainham

BEACH-HEAD (CBM 64)
★ 703,280 Matthew Smith, Wickford, Essex
★ 605,000 W Rotchell, Corsham, Wilts
★ 463,200 Eric Llewellyn Jnr, Lliswery, Gwent

BONGO (Vic 20)
★ 2,152,000 Alaistair Lindsay, Aberdeen
★ 1,239,000 Richard Whittington, Reading
★ 1,019,000 Kevin Pain, Otterbourne

CAESAR THE CAT (BBC)
★ 128,837 Chris Byrne, Gloucester

CHINA MINER (CBM 64)
★ 8,700 Robert Ireland, Prestatyn
★ 4,100 Andrew Beastall, Warley

CHINESE JUGGLER (CBM 64)
★ 168,044 Thomas Pitchers, Church Langton, Leics

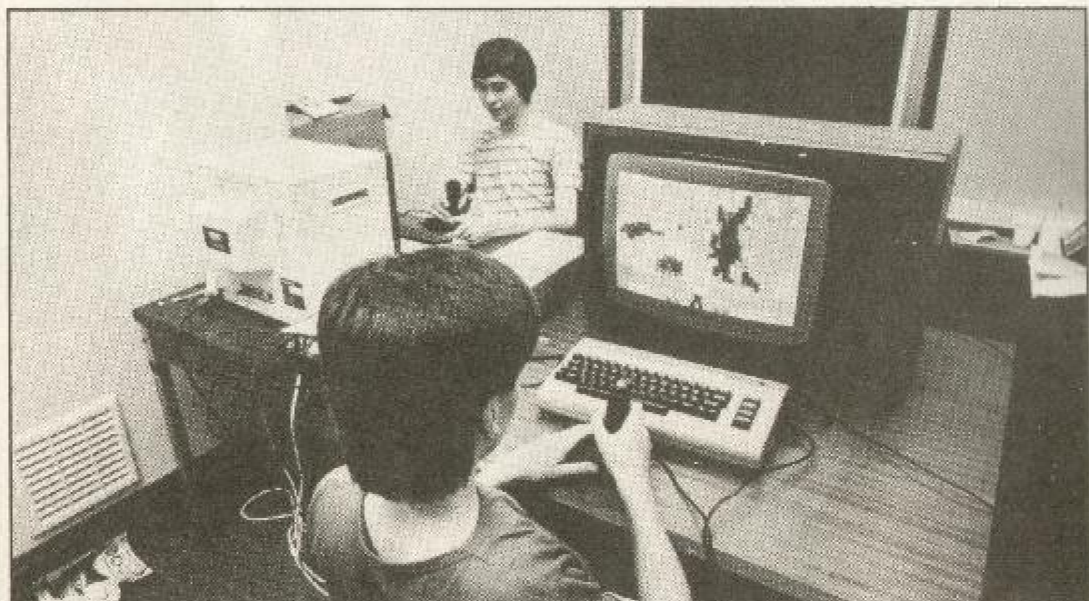
CHUCKIE EGG (BBC)
★ 5,127,530 Binesh Patel, Wrexham
★ 3,074,080 Ian Cook, Braintree, Essex
★ 1,583,370 Sandy Rough, Aberdeen

CHUCKIE EGG (Dragon)
★ 5,100,360 Paul Rivers, Oxford
★ 270,375 David Bettis, Finchley, London
★ 251,030 David Brant, St Austell

CHUCKIE EGG (Spectrum)
★ 10,338,990 Richard Mazzaferri, Aberdeen
★ 4,001,390 Paul Hoare, Croydon
★ 3,220,550 Raymond Graham, Birkenhead, Liverpool




Stephen is still looking confident (left), but David looks like he's just been splatted by a frog



Battle is joined – Stephen and David get stuck into the spiders

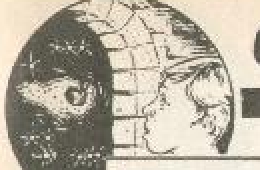
Death

And it wasn't long before the first mortal casualty occured. On 562,334 points, after 45 minutes of strenuous play, the frogs finally splatted David out of the game. A disappointed archer, because his death came half a million points below his best score.

But Stephen was still going strong, despite losing a life as he inattentively put some sugar in his coffee. On he went, making every arrow count, through the 700,000 mark. But he, too, was showing signs of exhaustion. Each new episode took more and more out of him. Finally, after 90 minutes of action, he died a glorious death on 824,651 points.

Both had performed below their capabilities, but both deserve their places on the roll of honour for those who have courageously faced the trial by combat of the Challenge Chamber.





The scores to beat

CODE NAME MAT (Spectrum)
- ★ 1,080 Marcus Honeysett, Bournemouth
- ★ 476 Richard Boniface, Dunfermline
- ★ 435 Jonathan Dudgeon, Livingston, Scotland

FORBIDDEN FOREST (CBM 64)
- ★ 1,011,088 Stephen Campbell, Dumfries
- ★ 841,401 David Martin, Ramsgate
- ★ 602,450 Jonathan Kenny, Thetford, Norfolk

FRAK! (BBC)
- ★ 69,450 Simon Scheverle, Harlow
- ★ 33,300 Adrian Brown, W. Bridgford, Notts.

GRIDRUNNER (Vic 20)
- ★ 447,900 Steven Bell, Barking
- ★ 330,970 Steven Blunt, Farnborough
- ★ 315,030 Andrew Philpott, Hertford

HUNCHBACK (Spectrum)
- ★ 8,692,100 Henry Featherstone, Prestatyn
- ★ 5,281,000 Raymond McCormack, Kirkcaldy, Fife
- ★ 5,165,600 David Ritchie, Glasgow

JAMMIN' (CBM 64)
- ★ 488,870 Cameron Heath, Norwich
- ★ 421,570 Pierluigi Cerutti, London

LOCO (CBM 64)
- ★ 108,300 Peter McCarthy, Wigan
- ★ 108,200 Mark Willison, Biggin Hill, Kent

REVENGE OF THE MUTANT CAMELS (CBM 64)
- ★ 2,600,120 Andrew Jones, Prestatyn
- ★ 2,287,000 Tom Burton, Saxmundham
- ★ 1,802,699 Alan Bilsborough, Glasgow

SHEEP IN SPACE (CBM 64)
- ★ 1,240,000 Tom Burton, Saxmundham
- ★ 971,375 Tim Appleyard, Stockport
- ★ 854,019 Darren Hawthorn, Tadley, Hants

SABRE WULF (Spectrum)
- ★ 164,500 Stuart Douglas, Fort William
- ★ 142,195 Ben Williams, Kidlington, Oxon.
- ★ 135,185 Paul Hobbs, Southampton

MUSHROOM MANIA (Oric)
- ★ 375,184 Chris Swift, Bradford

KILLER GORILLA (BBC)
- ★ 84,300 Matthew Higgs, Hemel Hempstead
- ★ 79,900 Matthew Idle, Marylandsea, Essex
- ★ 68,200 Robert Morgan, London

SNAPPER (BBC)
- ★ 262,810 Ian Cook, Braintree, Essex
- ★ 174,260 David Birkby, London
- ★ 145,350 R Brown, Bridgford, Notts

ZALAGA (BBC)
- ★ 1,829,870 Neil Hopkins, Lanark
- ★ 1,229,460 Geoff Seal, Theydon Bois, Essex

FORTY NINER (ZX81)
- ★ 48,906 Matthew Gearing, Wrington, Avon
- ★ 19,283 Calvin Hemmings, Glasgow

The Master's bulging mailbag

The King is dead. Long live the King! The Master must announce that Tom Burton – maestro of the mega-zap, massive scorer on *Revenge Of The Mutant Camels*, winner of the inaugural Challenge Chamber – has been deposed.

The new champion of *Revenge*, is Andrew Jones of Prestatyn whose 2,600,120 takes him clear of Tom, who has recently clocked up 2,287,000. Has anyone else out there breached the 2 million barrier? Well done, Andrew. The Master is impressed. But look out. Tom Burton is not a man to take this lying down – he'll be back.

In fact, he already is. Top of the *Sheep in Space* table is none other than – Tom Burton, with a score of 1,214,000. The Master hopes to get many more letters from him, especially if they begin 'Greetings, O Chamber Master.' That's the way to address an important personage.

Shoot-'em-ups aren't the only games to capture the interest of Chamber fans. Adrian Brown's letter shows that *Frak!*, that fiendish platform game on the BBC, is arousing a lot of interest. The Master expects to get a lot more entries for this game after you've all read Orlando's tips in Tricks 'n Tactics.

China Miner is another tricky game which there ought to be more entries for. Letters from people who've been through the all 30 levels will be particularly welcome, but if you haven't got that far don't let it put you off entering.

And how about *Bongo* on the Vic 20? This intriguing game with horrible villains deserves to get a bit more attention. The Master wants your letters NOW.

From Iain Smith of Forfar comes this terse tip for *Sabre Wulf* swordsmen (and women): 'Cut, thrust, parry. Cut, thrust, parry.' Do it, and then send in a score, a percentage and the time taken to escape. The aim is to escape with as LOW a time and percentage as possible.

Silly entry of the month comes from one Graeme Baxter of Edinburgh. He has scored a staggering 296 on *Lunar Jetman* on the Spectrum. How on earth does he do it? Simple. 'Close your eyes.' The Master looks forward to receiving no more scores from Graeme.

But from everyone else The Master wants entries for every game under the sun. He wants letters of tips and funny stories about your efforts to achieve notable scores. So get writing. The Chamber awaits its next visitors.

Beginner's cluck?

Dear Chamber Master,

After reading your Challenge Chamber on *Chuckie Egg* by A&F I saved up my pocket money to buy it. Luckily my mum owed me £3. Anyway I bought it yesterday and I have just got a high score of 207,120 by getting onto screen 20.

Is this a record for the day after buying? Has anyone else written in with a score like this?

Michael Aherne, Cumbernauld, Glasgow

Unfortunately, Michael, you've a long way to go before you make the high score tables – take a deep breath and then have a look. Sadly, no records are kept for scores on the day after buying. But yours sounds pretty impressive.

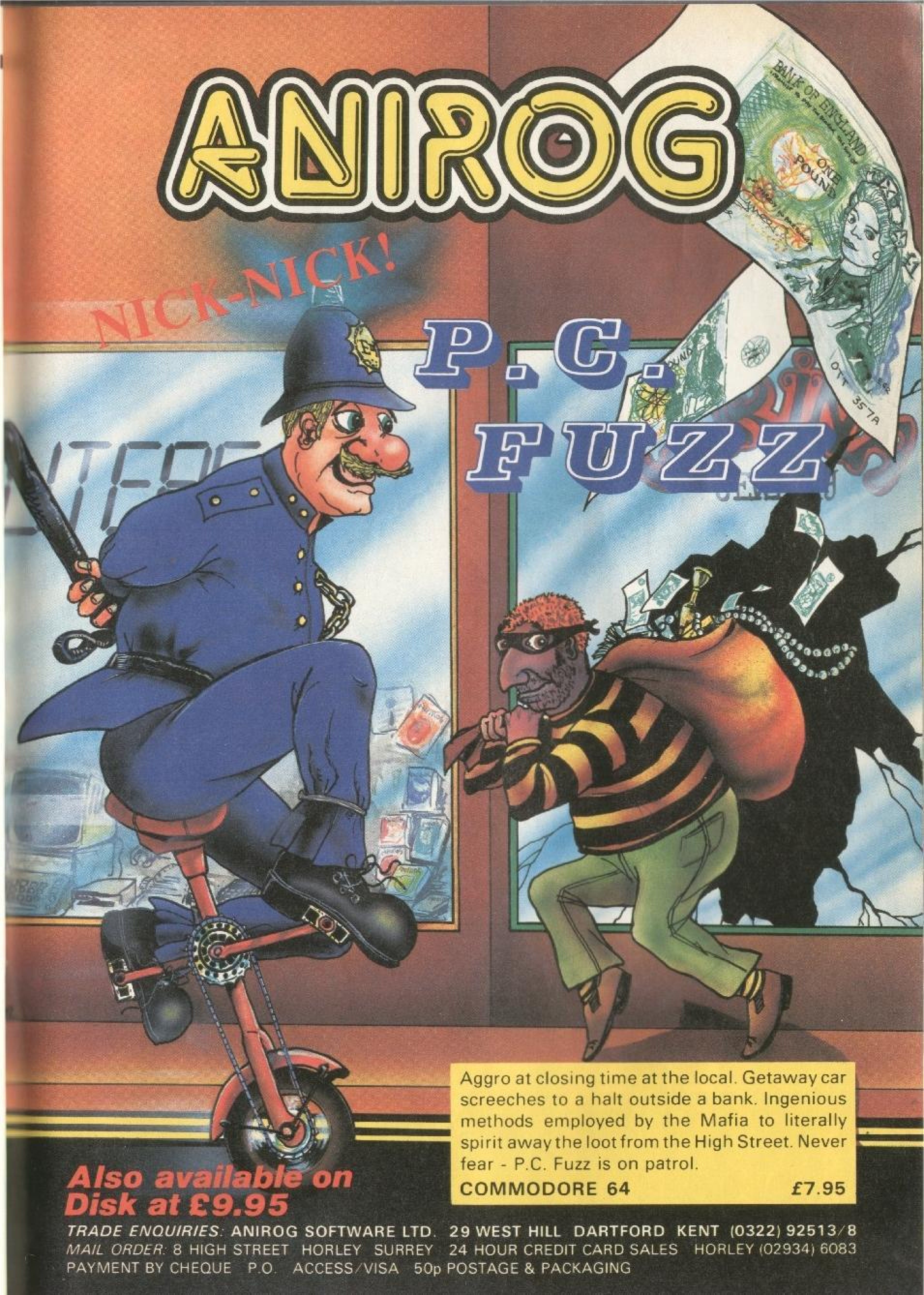
OK – I'll dare the Challenge Chamber

Name ....
Address ....
Telephone no. (if possible) ....
Game .... Machine ....
My record score is: .... scored on (date) ....
in a game lasting ...... mins ...... secs.
Signed ....
Here are my tips for playing this game well.
....

(This portion to be filled in by witness)

Name ....
Address ....
Telephone no. (if possible) ....
Occupation ....
I confirm that the above claimed score is genuine.
Signed ....

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.



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ON THE SPECTRUM 48K

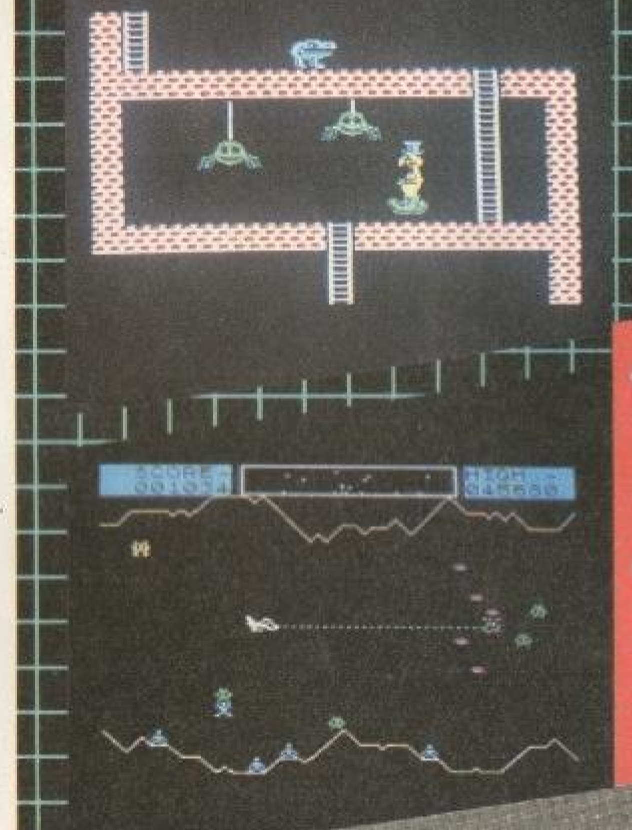
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- Produces real machine code programs which run independently of White Lightning.
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WHITE LIGHTNING



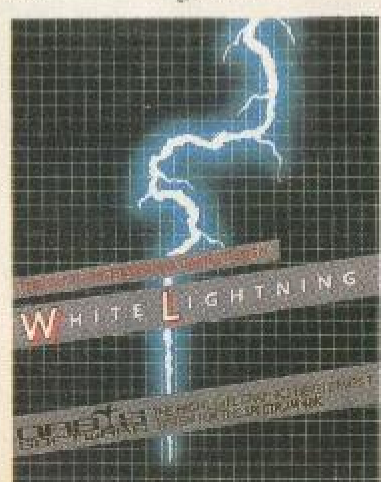
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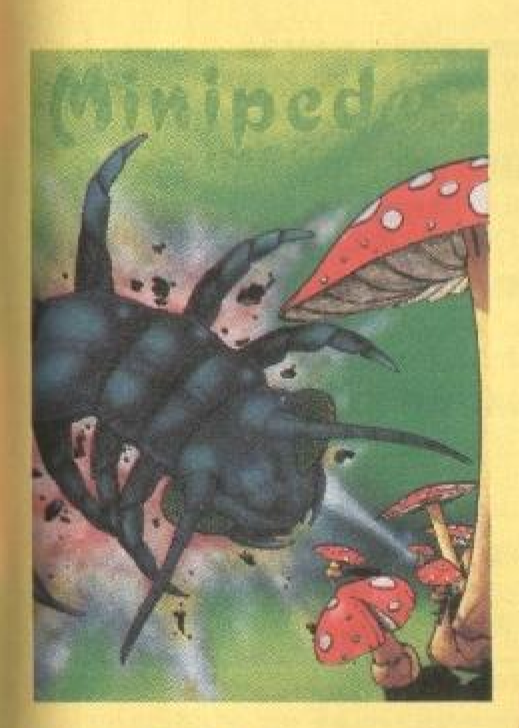


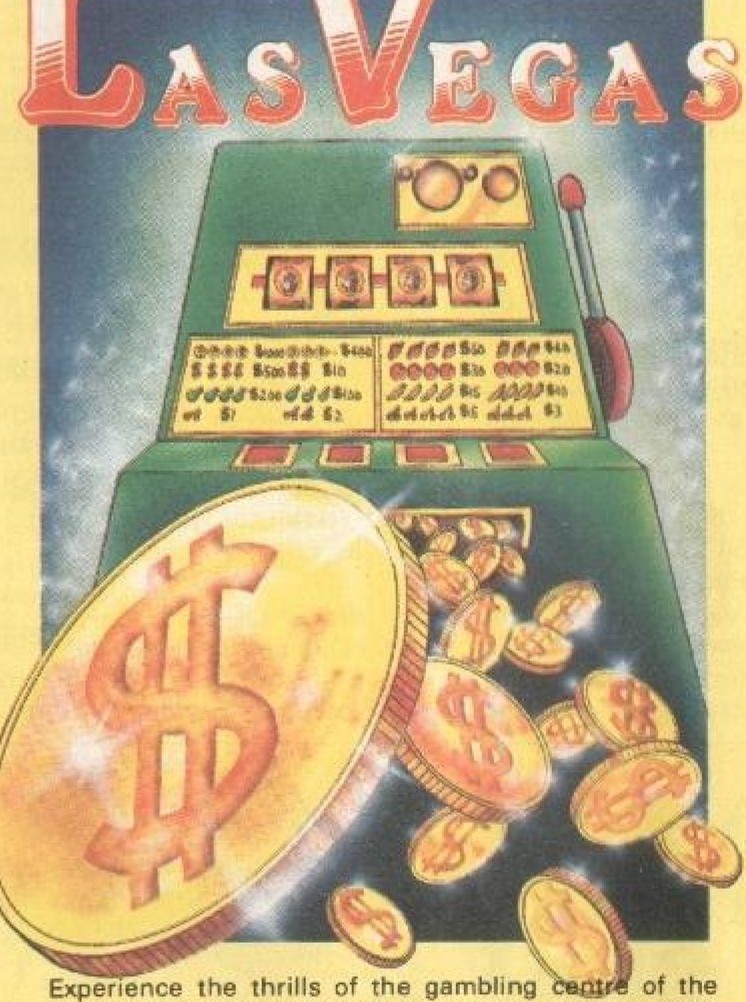
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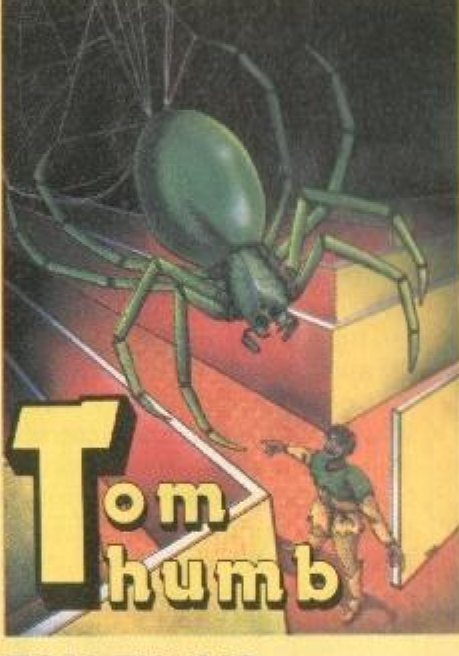
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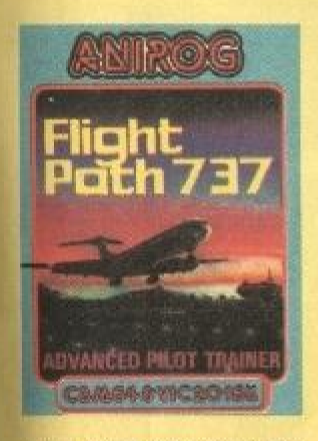
MINIPEDES

It is the height of summer and the garden is buzzing with bees and bugs. Minipede, a mutant mushroom monster advances relentlessly towards you, devouring everything in its path. 15 screens of fast and furious action make Minipedes a real challenge to the arcade enthusiasts.
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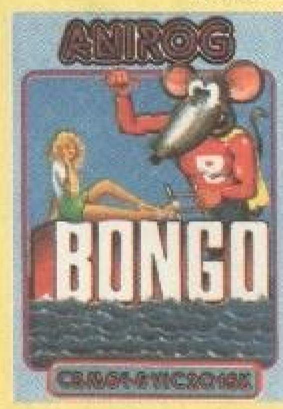
Experience the thrills of the gambling centre of the world from the comfort of your own armchair. Both versions include features such as spinning reels, hold, number-feature nudges, gamble/collect, spin score and hi-score. The Commodore 64 version has additional features, nudge, reward lucky 3, step-a-win and hi-score tables.
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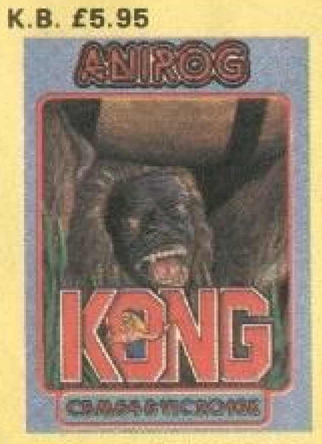
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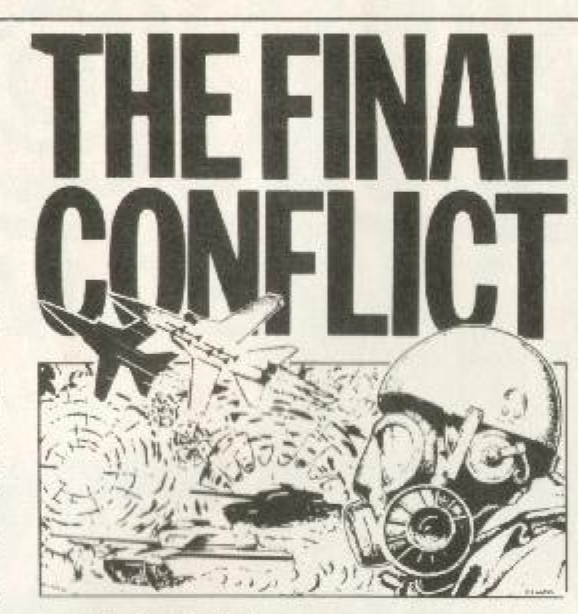


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THE FINAL CONFLICT



UNION STORMS DWERIA

Stand by your shelters, everyone – this was a month of total war.

The four superpowers met in head-on confrontation and no less than seven countries changed hands. There were some remarkable victories – and some tragic and ominous defeats.

The Union of Golathic States, who only last month overran Warrish, staged an incredible two-pronged attack on the Federation and captured both Dweria and Tigron. What's more, they only lost one army in the process, so the champagne was really flowing at the Union HQ last night.

Commune leaders weren't cracking open quite so many bottles yesterday. They lost both Zorg and Norland to the Federation and launched another abortive attack on Iskrand.

Their capture of Olgrish was some compensation, however, and in their western territories they succeeded in taking both Elmet and neutral Himonia. The Commune now controls eight countries, more than any other power, although the division of their territories between east and west could cause trouble in the future.

The Federation kept its head above water – just. The loss of both Tigron and Dweria was a bitter blow and Federation leaders must be kicking themselves for launching an attack on Norland, thereby leaving the back door open for the Union to walk in and take over. Luckily the attack was successful, as was their invasion of Zorg. Next month should be a crucial one for the Federation now that their territories are no longer confined to the northern coastline.

And last of all – the Dominion. Oh what wailing and gnashing of teeth was there in the halls of Lorilon last night! Though the loss of Elmet was tragically inevitable, the collapse of Olgrish was more serious. However, Dominion warlords were putting a brave face on matters this morning, planning their supply routes carefully to ensure against further losses and provide for future expansion.

One interesting feature this month was the number of Warlords who had only just joined the game – thereby proving that it's never too late to join. The Final Conflict is now entering its most exciting phase yet as each power struggles to survive and to conquer. Enlist now and your name will be inscribed forever on the Helix Rolls of Honour.

This month's moves

The following orders were carried out by each country, as decided by your votes.

DOMINION

Elmet BA, Iskrand BA, Jorlon RI, Lorilon RI, Olgrish LR, Bikonia RL

FEDERATION

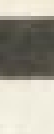
Knephet BA, Tigron BA, Upland BM, Vindrish AZ, Dweria AN, Fargrim RT

COMMUNE

Borgonia AH, Calyria BM, Droom AE, Norland AO, Rorglia AI, Zorg RR, Aberstrof AO

UNION

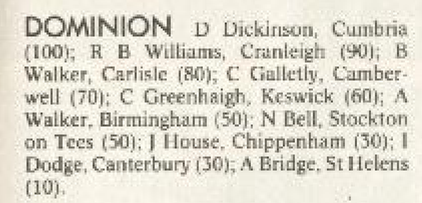
Pugrosh RC, Quithlin RY, Warrish AT, Yinkan AD, Charg BA



Incredible nationwide war game



WAR-LORDS These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.



DOMINION D Dickinson, Cumbria (100); R B Williams, Cranleigh (90); B Walker, Carlisle (80); C Galletly, Camberwell (70); C Greenhaigh, Keswick (60); A Walker, Birmingham (50); N Bell, Stockton on Tees (50); J House, Chippenham (30); I Dodge, Canterbury (30); A Bridge, St Helens (10).

FEDERATION C Forsyth, Bridge of Allan (100); M Robinson, Shirley (90); N Gardner, Hanwell (80); M Weggs, Co Durham (70); S Naylor, Halifax (60); L Falcon, Hitchin (60); I Davies, Edinburgh (50); S Alcock, Norwich (30); P White, Barnsley (20); P Kernachan, Glasgow (10).

COMMUNE A Smedley, Wickford (100); H Crane, Bromley (90); M Pickering, Hull (80); L Marcham, Southampton (70); S Gray, Chelmsford (60); A Lorusso, Swindon (60); I Whittaker, Leeds (40); W Hill, Eyemouth (30); R Wannell, London (20); G McCormick-Smith, London (10).

UNION S Young, Glasgow (100); B Burton, Billericay (100); G Rogers, Edinburgh (80); S Alger, London (80); B Muspratt, Salisbury (80); A Spicer, Cheshunt (80); D Hobson, Tottenham (80); A Whitehead, Huddersfield (80); P Hellawell, Leeds (80); G Sumnall, Corby (80); P Arundel, Daventry (80); G Pallinger, Dundee (80); P Smith, Canterbury (80); M Rhodes, Bradford (80); I Jeary, Kelso (80); A MacNigol, Lenzie (80).

How the game works

On the far-off planet of Helix, four superpowers are at war:
The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords, will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

UNION POWER

Several sharp-eyed Union players spotted possibilities for their superpower this month, and no less than 14 tied for second place. The extra 80 votes gave B Muspratt from Salisbury the chance to become Helix's most powerful warlord and he now wields a massive 251 votes.

B Musprett has a rival amongst the Dominion forces, however – R B Williams receives his third nomination this month and now has 216 votes.

Other powerful warlords include D Dickinson (Dominion – 176 votes), Matt Robinson (Federation – 176 votes), and P Hellawell (Union – 176 votes). Don't forget, Warlords, that your voting strength is diminished by 5 votes each month to stop you resting on your laurels.

Computer error shock for Dominion

Members of the Dominion have been up in arms following an error in the processing of last month's moves. Our battle computer, possibly as a result of interference by a Commune sabotage squad, failed to register the launch of missiles.

In the most serious incident, the Dominion's Olgrish launched a missile against the Commune's Rorglia which sparked off the devastating explosion of Rorglia's three unprotected missiles. Alas, this did not register on the computer – as a result, Rorglia's attack on Iskrand was far more successful than it should have been. (Also, the destruction by a missile of three armies on Dweria was ignored.)

Following Dominion protests, the number of armies and missiles in each country was corrected before this month's moves were calculated.

This means that the map we printed last month gave misleading information and encouraged Commune members to mount a fatal attack from Rorglia to Iskrand. But in fact, because Iskrand was reinforced by two other countries, this attack wouldn't have succeeded even if last month's map had been accurate, so Commune members shouldn't feel hard done by.

Don't forget that the commad Launch missile automatically means the country's factories are devoted to building new missiles – that's why there's a new missile on Olgrish.

Also one clarification of the rules. When missiles are launched against a country which is on the attack, they destroy the defending armies BEFORE the attacking armies.

Apologies for the confusion. Normal warfare may now continue.

● Final Conflict – How to vote

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls. Different superpowers control different numbers of countries, so some of you will not need to fill in all the lines in the form.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters, A,L,R, or S followed by the first letter of the country to be attacked, supplied, etc. So to vote Attack Dweria you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

● Final Conflict Voting Form

Name ....

Address ....

....

Membership code ....

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

Post this form to: Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **25th September** – earlier if at all possible. This early deadline is because PCG now comes out on the second Thursday of each month. If you want to make sure you get your copy early, either reserve a copy at your local newsagent using the form on page 136, or take out a subscription.

● Final Conflict Entry Form

Complete this form and send it to us. You MUST enclose a stamped, self-addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name ....

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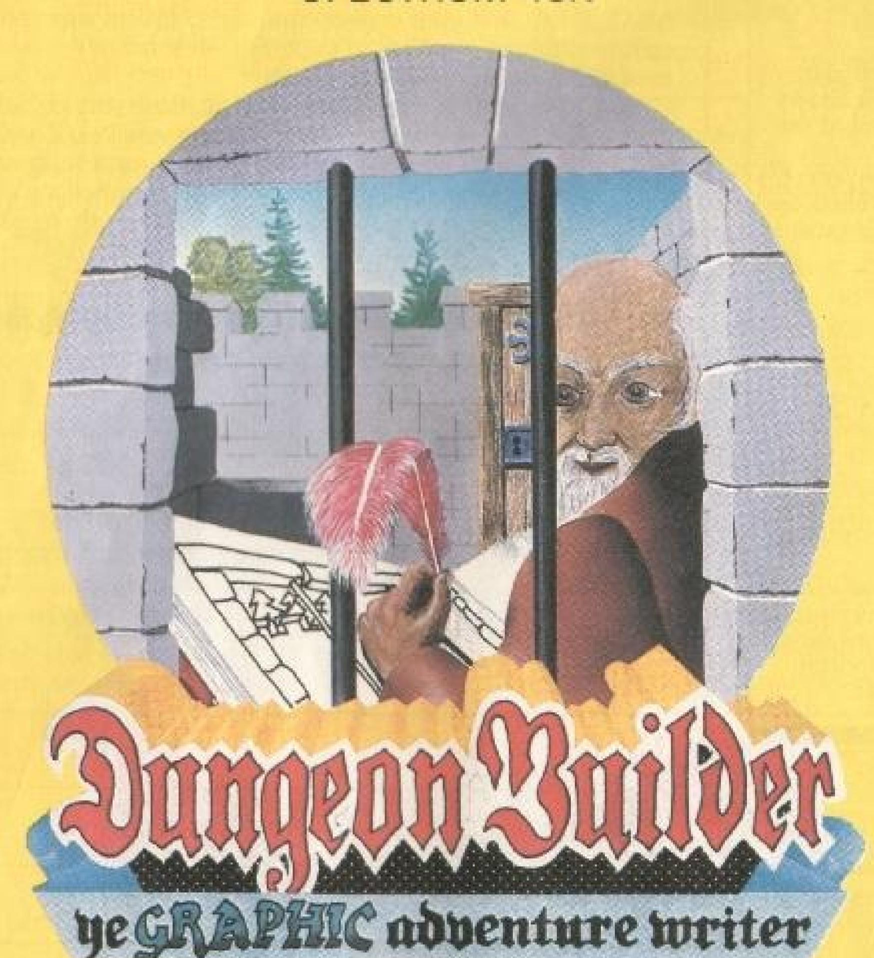
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Computer and Video Games. June 1984

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Author: Chris Newcombe

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CRASH Magazine May 1984

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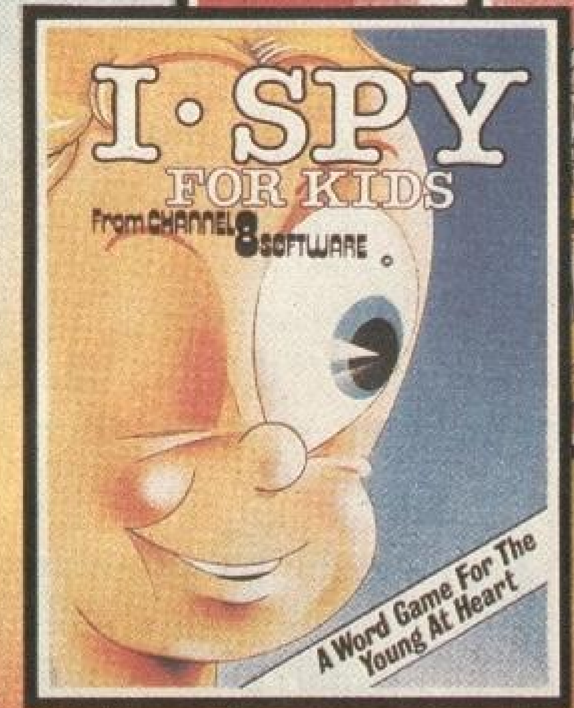
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GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team. You won't find any seven-day wonders here – we know what makes a great game is real lasting interest.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac, Jet Set Willy*

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey Kong* or *Manic Miner*.

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

ATARI GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
Necromancer	30.00	Synapse	Wizard battles through several levels of mystic monsters
Pole Position	30.00	Atari	Superb version of the arcade motor-racing game
Preppie	22.00	Adventure	Multi-screen arcade-adventure featuring a lawn-mower and vicious opponents
Qix	30.00	Atari	Intriguing territorial possession game with clear graphics
Shamus	30.00	Synapse	Multi-screen arcade-adventure
Star Raiders	30.00	Atari	Arcade quality 3D space game
Tennis	25.00	Atari	Terrific simulation. Better than Wimbledon
Zaxxon	28.00	Atari	Fly your way through space-fortresses and enemy fighters

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of complex text adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of *Centipede*
The Hobbit	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
The Ultra	6.95	PSS	Classic multi-stage space game
Xenon	8.50	IJK	Gripping space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Interesting game with the flavour of the Spectrum classic *Manic Miner*

SPECTRUM GAMES L-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Lords of Midnight	48K	9.95	Beyond	The first 'epic' game – 4,000 locations with graphics; gripping gameplay
Lunar Jetman	48K	5.50	Ultimate	Follow-up to *Jet Pac.* Superb – if you can find out what to do
Manic Miner	48K	6.00	Software Projects	Spectrum classic. Guide your miner through 20 crazy screens
Match Point	48K	7.95	Psion	A brilliant tennis simulation with incredible detail
Night Gunner	48K	6.95	Digital Integration	Multi-level shoot-'em-up with good 3D graphics
Pssst!	16K	5.50	Ultimate	Use insect spray to save your plants from nasty bugs
Psytron	48K	9.95	Beyond	3D shoot-'em-up with strategic elements as you defend a space colony
Robotron	48K	9.95	Atarisoft	Staggeringly faithful version of the arcade classic
Sabre Wulf	48K	9.95	Ultimate	Great successor to *Atic Atac.* Help Sabreman search jungle for amulet
Scuba Dive	48K	5.50	Durell	Dive deep for treasure. Beautifully animated sea creatures.
Spellbound	48K	5.95	Beyond	Inventive and witty *Q*Bert* clone with intricate graphics
Stop The Express	48K	7.95	Sinclair	Climb along the train dodging the evil red agents in exciting game
Superchess 3.0	48K	8.95	CP Software	Probably the most powerful Spectrum chess program
Tornado Low Level	48K	5.95	Vortex	Guide your aircraft around a 3D scrolling map
Trashman	48K	5.95	New Generation	Vertically-scrolling graphics in this compulsive bin-emptying game
Wanted: Monty Mole	48K	6.95	Gremlin Graphics	Multi-screen platform game with colourful graphics
Worse Things Happen at Sea	48K	5.95	Silversoft	Try not to panic as you frantically patch up a sinking ship

BBC GAMES M-Z

TITLE	PRICE	SUPPLIER	COMMENT
Mineshaft	5.95	Durell	Best *Manic Miner*-derivative on the Beeb
Planetoid	10.00	Acornsoft	Excellent version of *Defender*
Snapper	10.00	Acornsoft	Marvellous version of *Pac Man*
Twin Kingdom Valley	9.50	Bug-Byte	Graphic adventure with over 170 locations
Zalaga	6.90	Aardvark	Ace mega-zapping in this *Galaxians*-derivative

COMMODORE 64 GAMES J-Z

TITLE	PRICE	SUPPLIER	COMMENT
Jammin'	6.90	Taskset	Funky music as you try to capture the instruments in this strange game
Killer Watt	7.95	Alligata	Destroy the lightbulbs and avoid the monsters in graphically pretty game
Loco	7.95	Alligata	Dice with death in your locomotive to the accompaniment of throbbing music
Potty Pigeon	7.95	Gremlin Graphics	Build a nest and blast your enemies with lethal 'droppings'
Quo Vadis	9.95	The Edge	Huge arcade-adventure exploring cavern-system
Revenge of the Mutant Camels	8.00	Llamasoft	Bizarre shoot-'em-up as camel fights through 42 wacky attack waves
Savage Pond	8.95	Starcade	Survive aggressive pond-life and grow from tadpole to frog
Sheep in Space	7.50	Llamasoft	Another Minter mega-zap: sheepoids take on the Zzyaxians
Solo Flight	14.95	U.S. Gold	Very impressive flight simulator
Son of Blagger	7.95	Alligata	Great graphics, great platform game
Super Pipeline	6.90	Taskset	Lay a pipeline while fighting off the deadly bugs
Tales of the Arabian Nights	7.00	Interceptor	Eight screens of platform action – plus speech
Trashman	7.95	New Generation	Vertically-scrolling graphics in compulsive bin-emptying game
Twin Kingdom Valley	9.50	Bug-byte	Superb animated graphics adventure
Wanted: Monty Mole	7.95	Gremlin Graphics	Scrolling platform game with impressive graphics

VIC 20 GAMES M-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Myriad	16K	6.00	Vicsoft	Colourful, action-packed shoot-'em-up with 99 levels
Outworld	8K	5.95	Audiogenic	Great graphics in this *Missile Command* derivative
Pharaoh's Curse	16K	9.95	Hesware	Wacky and entertaining multi-screen platform game
Quadrant	Std	6.99	Romik	Athletic variant on *Galaxians*, with man jumping and shooting
Spiders of Mars	8K	5.95	Audiogenic	*Defender* clone with insect aliens
Star Defence	16K	7.95	Anirog	Excellent version of *Defender*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Empire	6.95	Shards	Computer version of the board game *Risk*
Franklin's Tomb	7.50	Salamander	An eventful text adventure
Frogger	8.00	Microdeal	Nice version of that familiar arcade game
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map
The King	8.00	Microdeal	Good version of *Donkey Kong*
Touchstone	8.00	Microdeal	Exciting game in large underground scrolling maze
Ugh!	6.95	Softek	Enjoy stealing the pterodactyl's eggs
Wizard War	6.50	Salamander	Two player game of battling wizards

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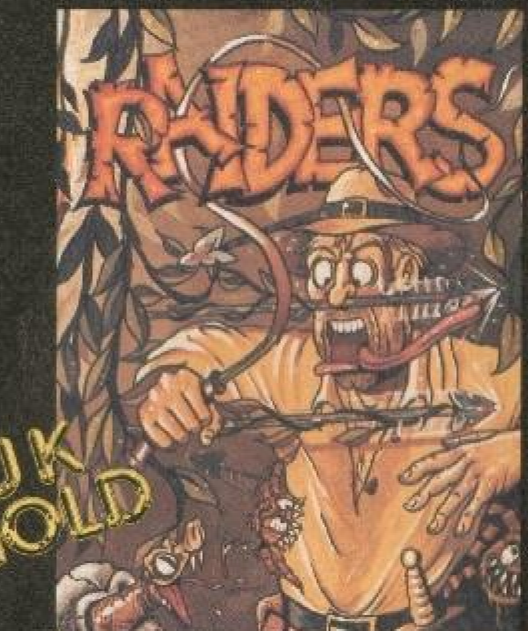
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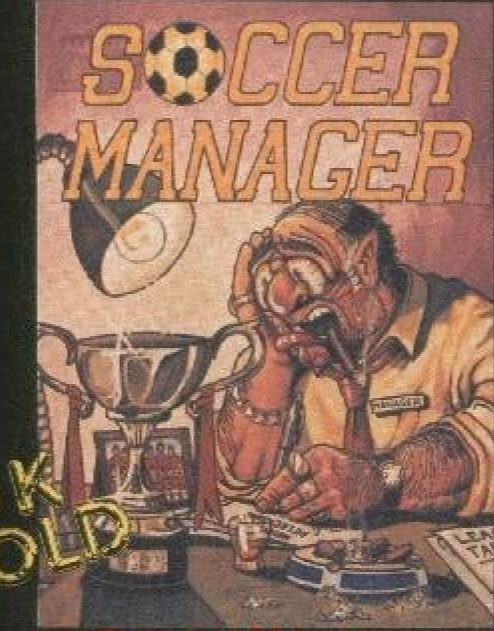
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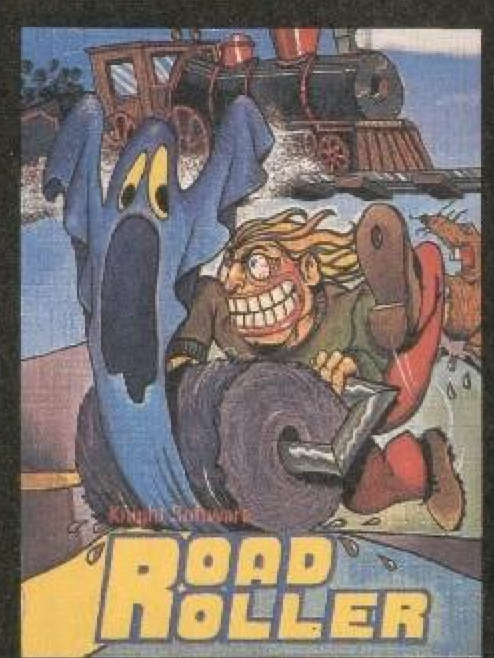
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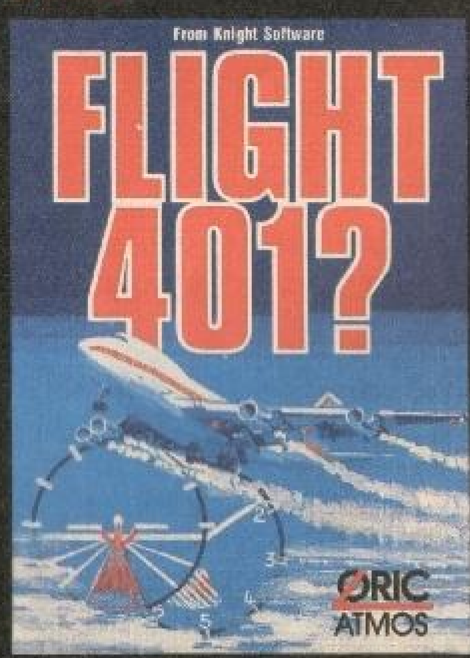


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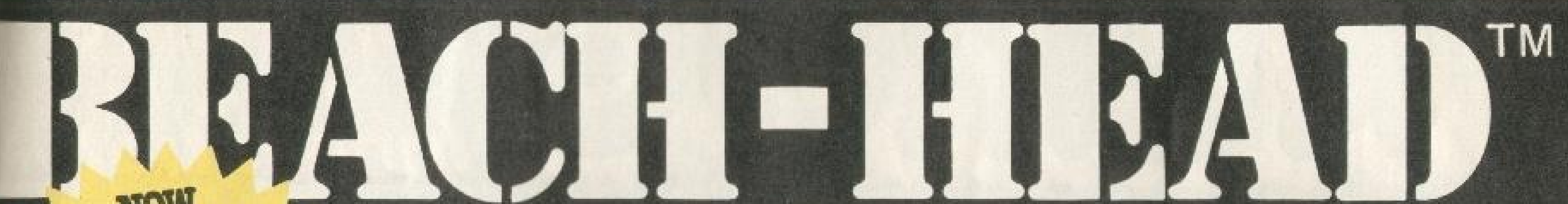
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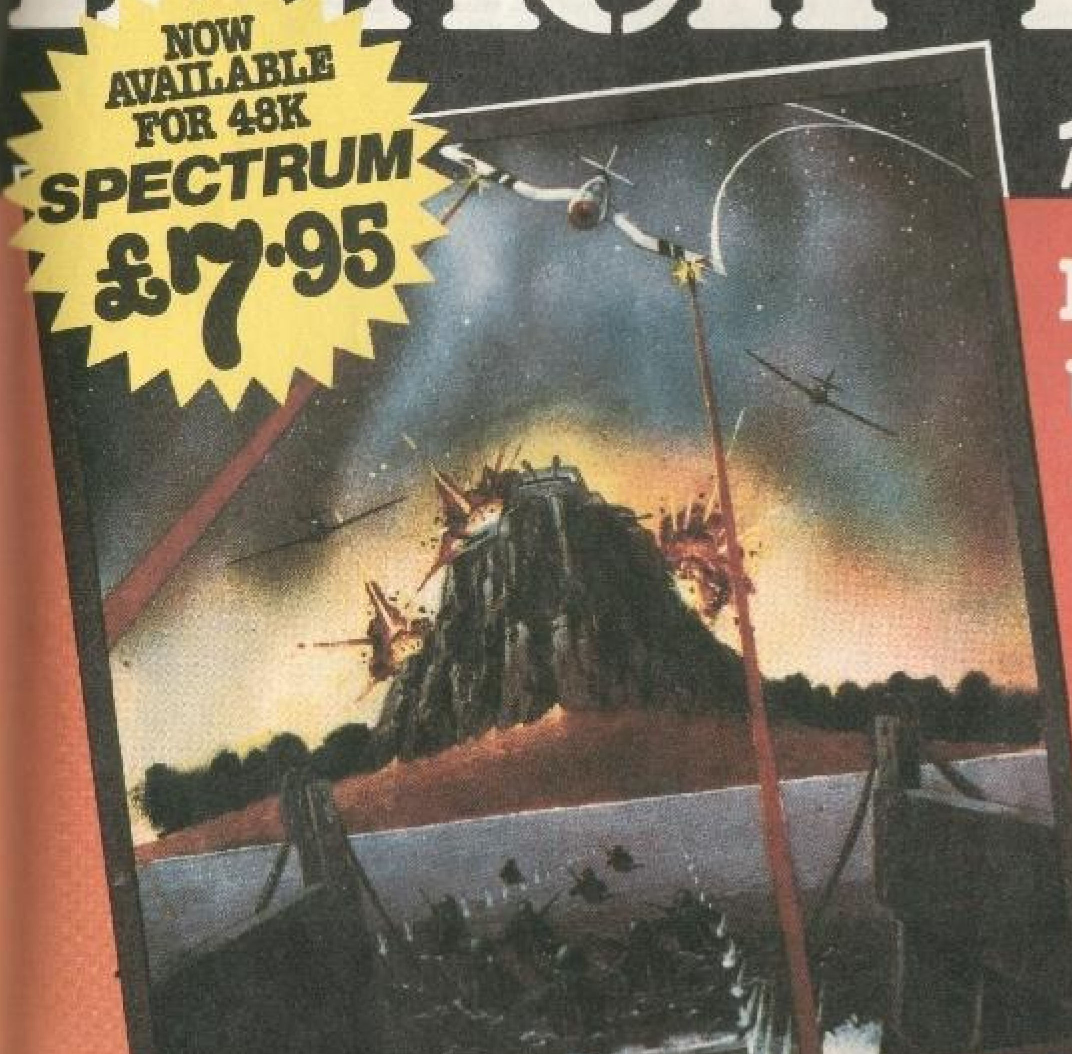
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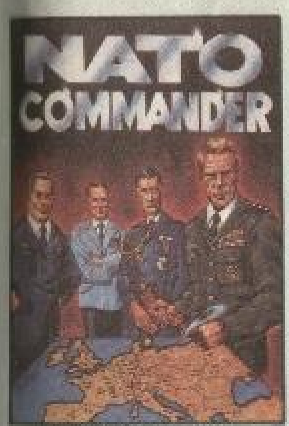


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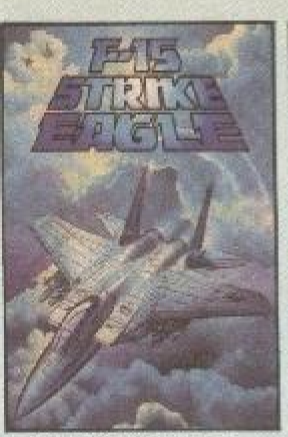
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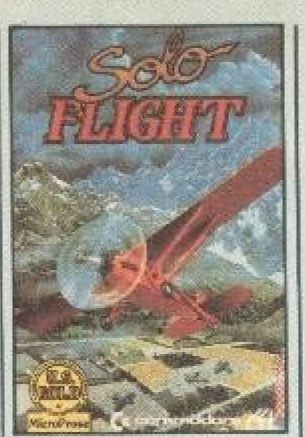
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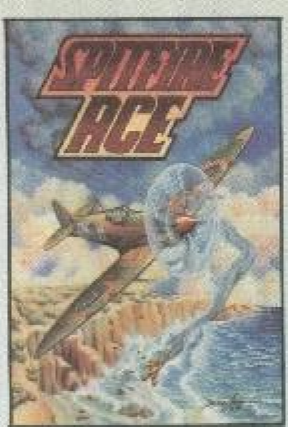
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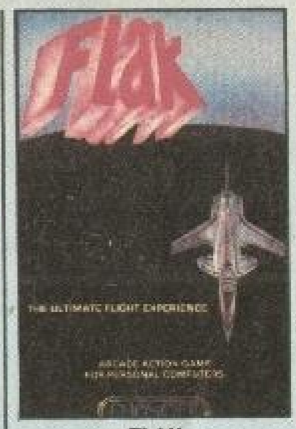
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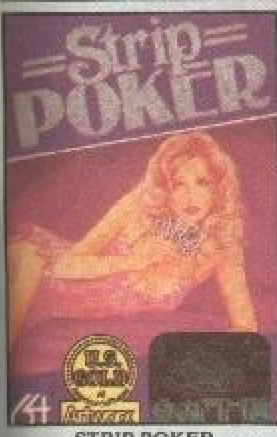
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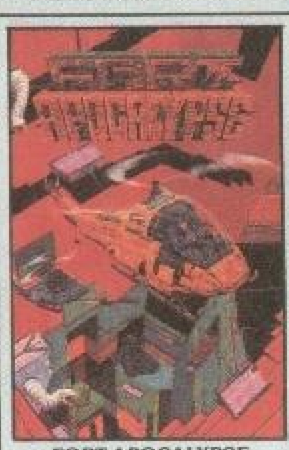
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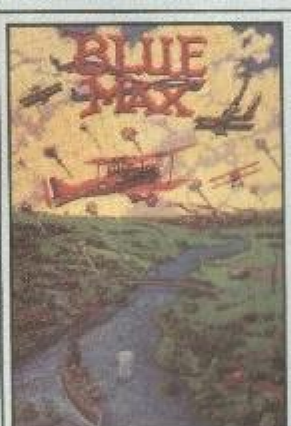
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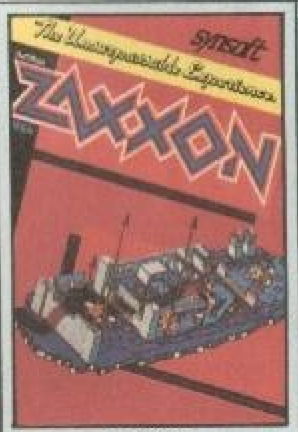
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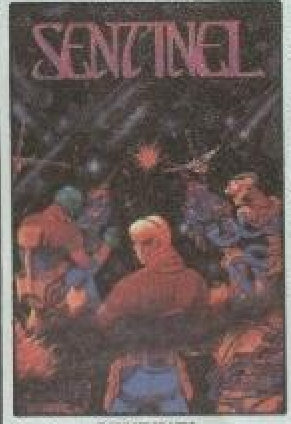
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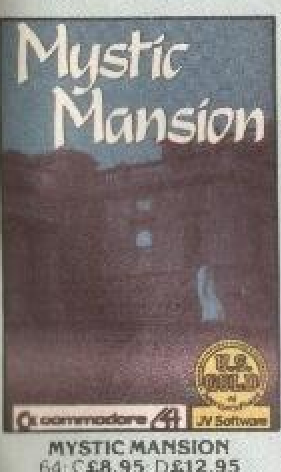
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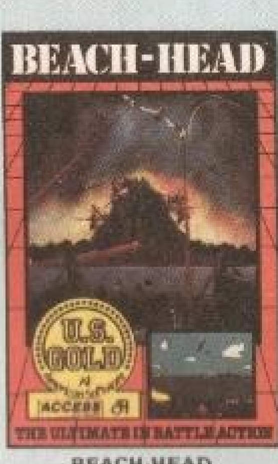
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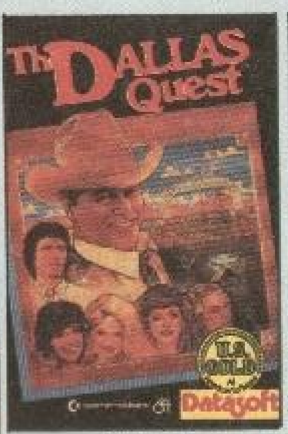
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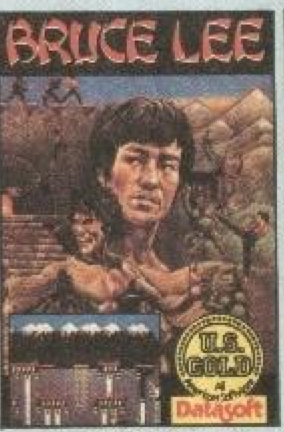
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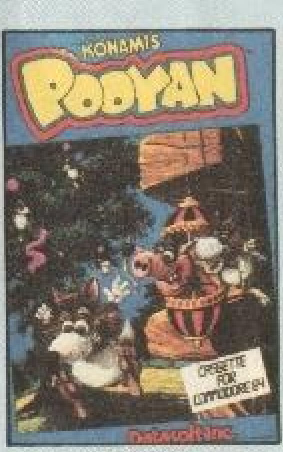
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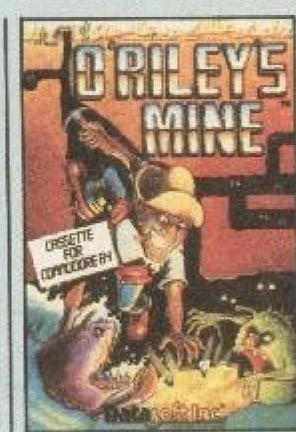
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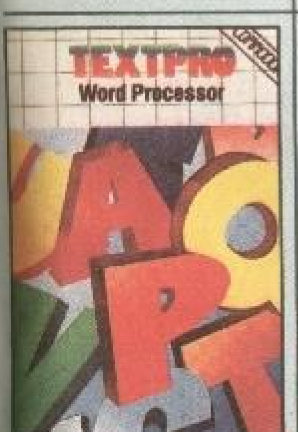
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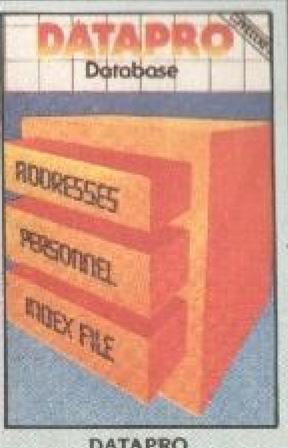
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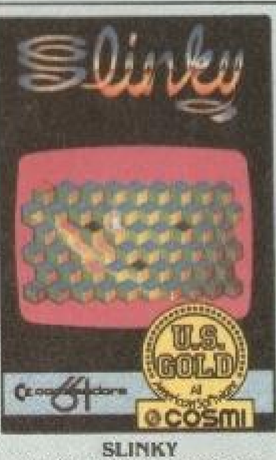
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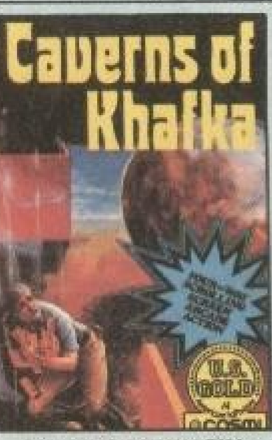
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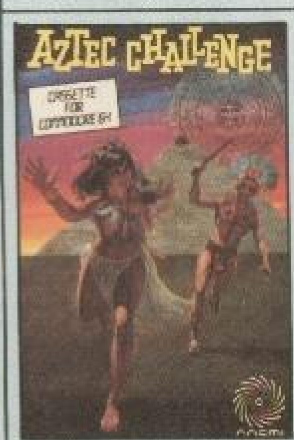
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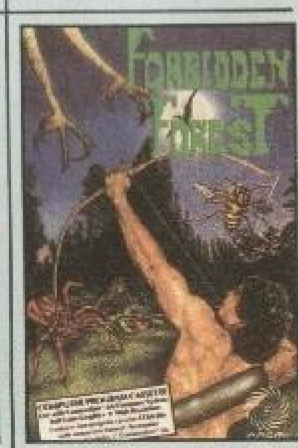
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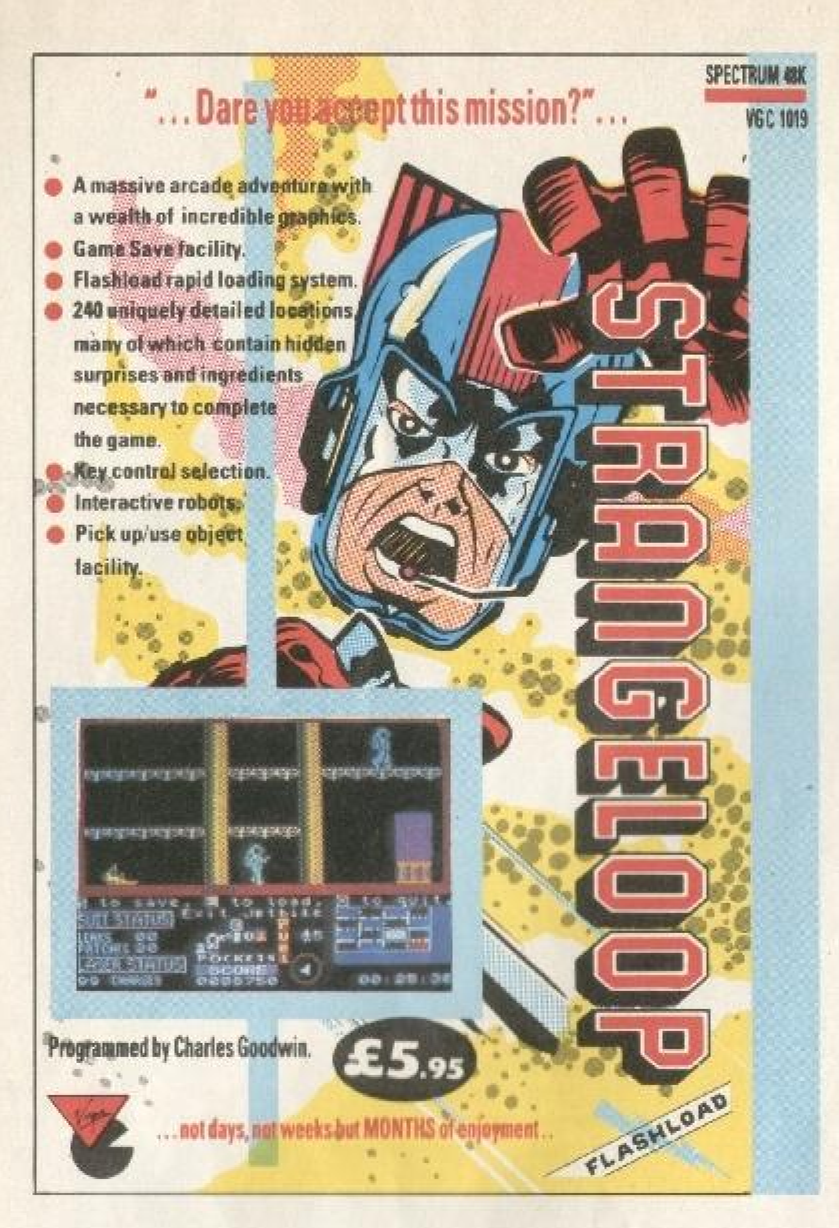


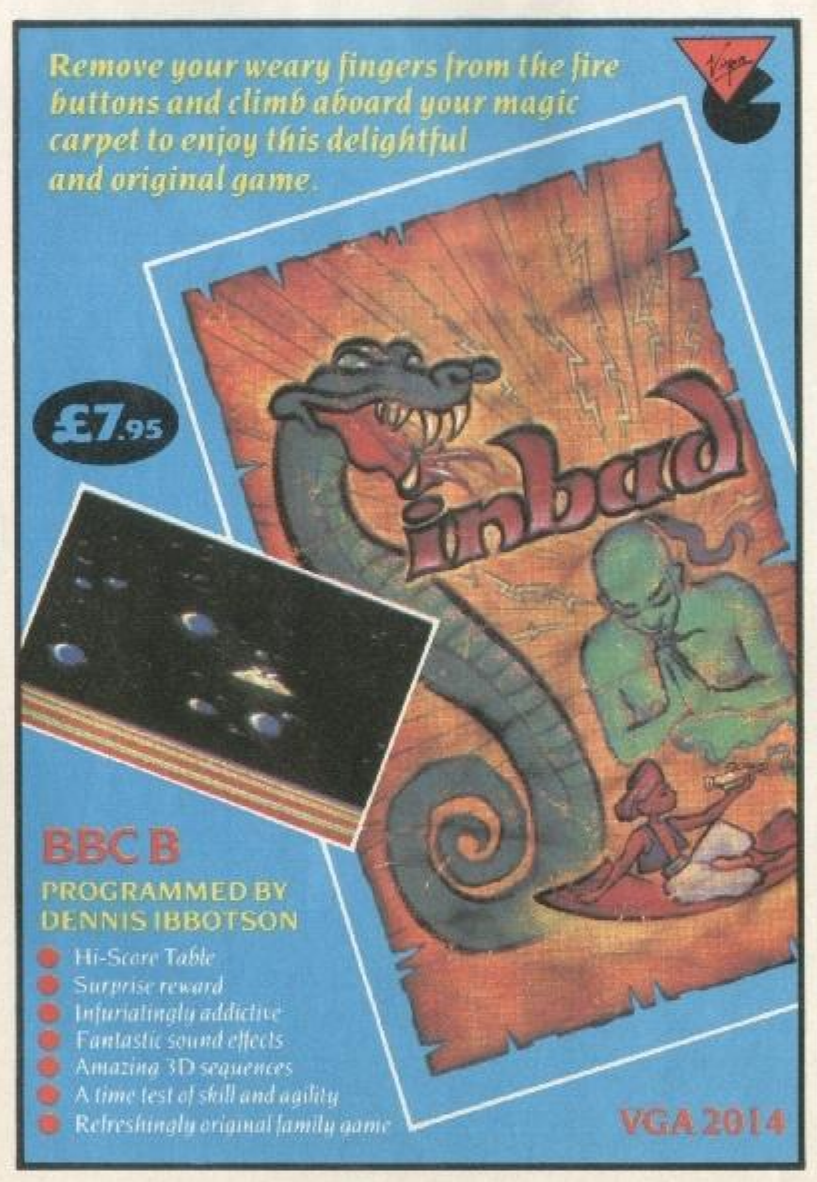
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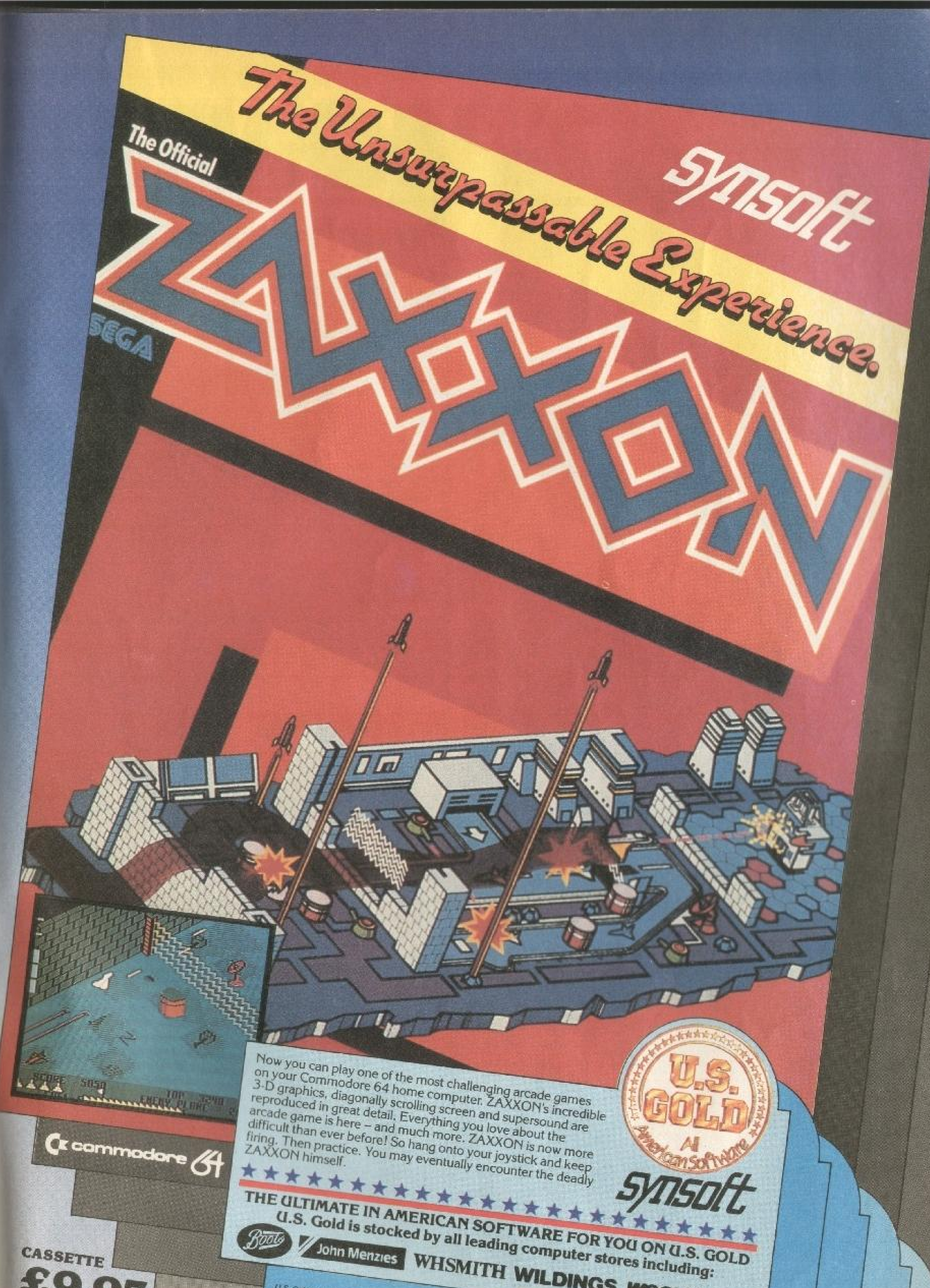
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NEXT MONTH



Punch-up at PCG!

Just what are five software stars doing in the PCG offices? Zapping each other into the ground! We invited top programmers, Derek Brewster, Jeff Minter, Tony Crowther, Kevin Toms and Steve Turner to take each other on in an ultra-mean game-playing contest. Which one's the greatest? November PCG will reveal all.

HOT REVIEWS

We've got some real beauties in the pipeline. There's a Spectrum game with unbelievable 3D graphics. And another with over a thousand screens to explore. Also reviews of the long-awaited *Sherlock* from Melbourne House and *Terrahawks* from CRL.

On the '64, stand by for the definitive *Defender*, a *Zaxxon* which isn't a *Zaxxon*, and the latest blockbuster from Interceptor. Plus an exciting trio of strange arcade adventures.

We also get first peek at four new Dragon games, and the low-down on new releases for the Vic, BBC, Electron and Oric. There's much, much more besides – prepare to be stunned.

PLUS

- Exciting competitions. Your chance to win a new micro or a space-age joystick.
- We reveal playing tips on *Lords of Midnight*, *Matchpoint*, *International Soccer* and a host of other games.
- Results of the *Valhalla* competition – there are 100 winners.

WARNING

PCG has become so popular in the last few months that newsagents in some areas are selling out within days of publication. We're doing our best to keep them supplied, but there's only one way to guarantee getting a copy – place an order with your newsagent NOW. Just fill in this form and hand it over the counter. The November issue is out on Thursday, October 11.

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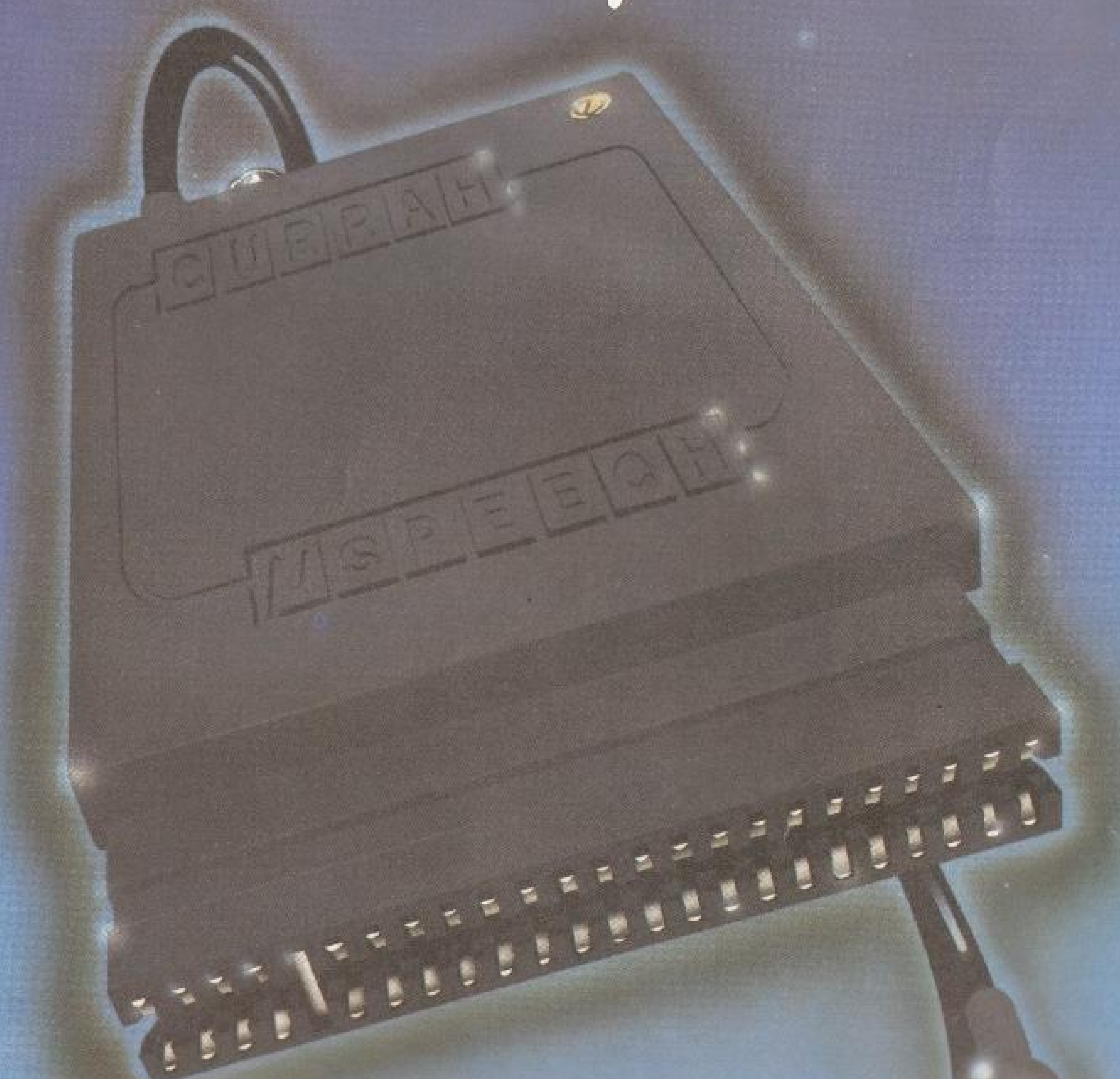
BATTLE OF BRITAIN

Have you noticed? Your local computer shop is getting flooded with flashy games from the USA. People will tell you that US software beats its British counterpart hands downs. But does it?

Next month, our Maggie takes on their Ronnie in a hilarious debate over just which games are the best: British or American. Packs of laughs. Packs of info. You can't afford to miss it!

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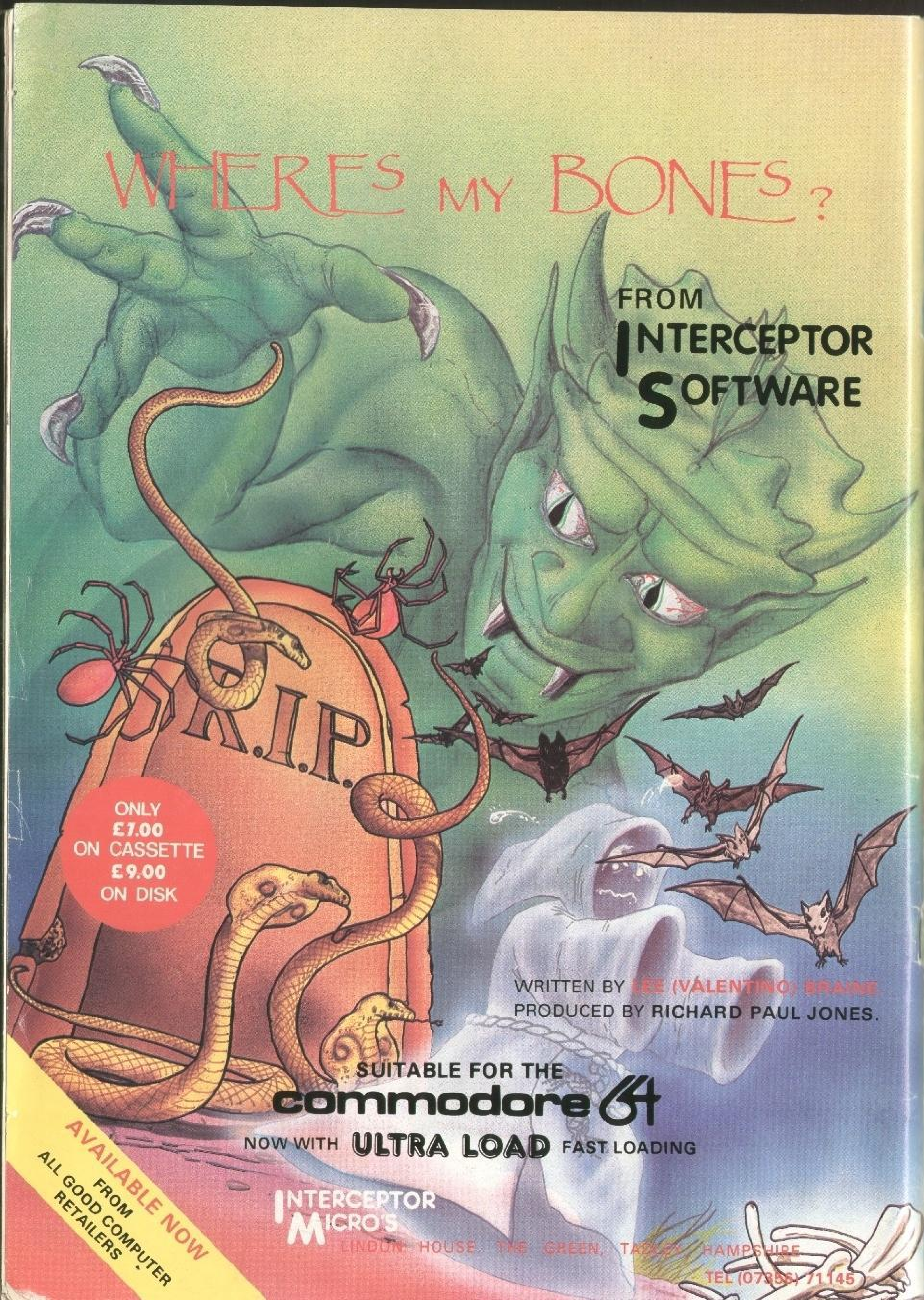
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